TV GAMER

The players guide to games on screen.

85p
April 1984

SPECIAL FEATURE
THE HOBBIT ADVENTURE

LATEST
THE NEW GAMES

IN DEPTH
RAIDERS OF THE LOST ARK
YAR'S REVENGE

REAL GAMES
BATTLEFIELD VIDEO

LISTING
HUNDREDS OF SPECTRUM GAMES

COVER FEATURE
SPACE COCKPIT GAMES

PRIZE QUIZ
WIN A 48K SPECTRUM
SEE PAGE 26

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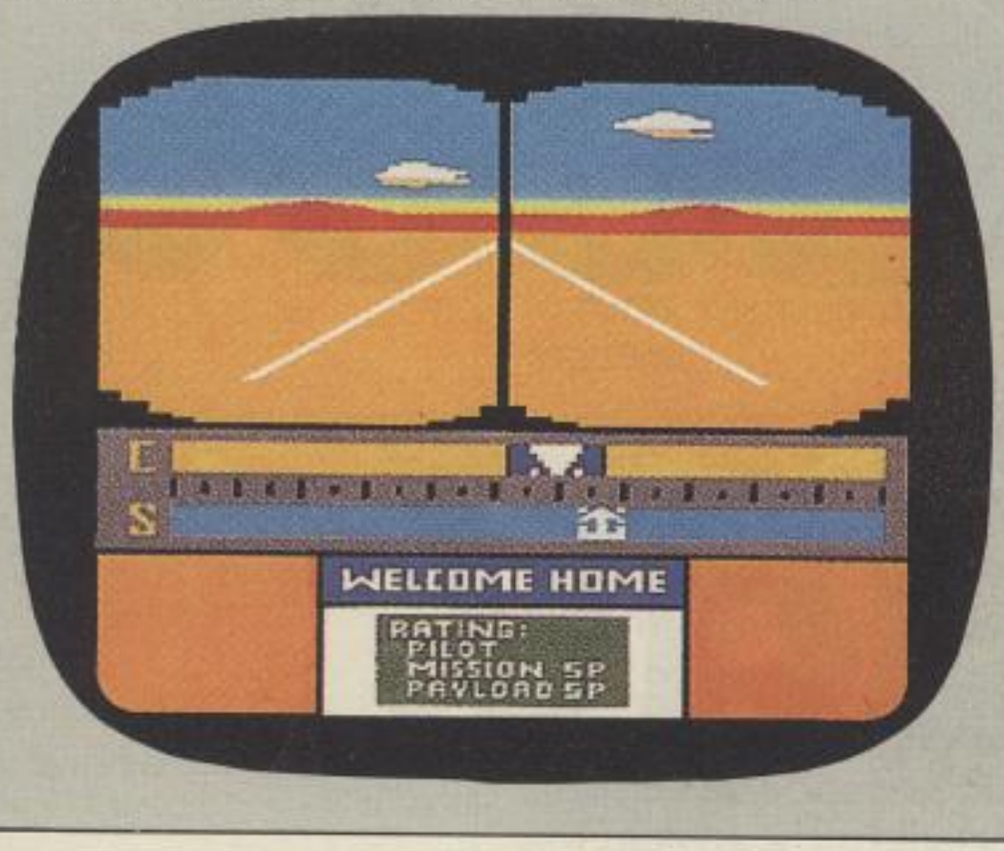
Suncom
from Consumer Electronics.

TV GAMER

CONTENTS

COVER FEATURE

Space cockpit games 36
Off this month into outer space, we take a look at the universe from the front viewport of your own craft.



IN DEPTH REVIEWS

Yar's Revenge 14
Follow the exploits of the world's most lethal fly in his life-or-death struggle against the merciless Qotile and its deadly Swirl.

Raiders of the Lost Ark 42
We give a map and game-plan for one of the most perplexing games ever produced for the VCS.

THE ARCADE SCENE

New Coin-op Games 16
Andy Harris has gone round to his local arcade armed with a barrel of tenpences to try out the latest, dazzling games.

SYSTEMS

The Sinclair computers 20
TV Gamer's Darrin Williamson takes a look at four remarkable Sinclair computers and the incredible range of games software available for one of them, the ZX Spectrum.

COMPETITION

Prize Quiz 26
Here's a chance to win Britain's most popular home computer, the ZX Spectrum, with valuable peripherals and games software.

SPECIAL FEATURE

Adventure Games 28
Look at your computer again and say "there's a whole new world in there", because, as Mike Lewis explains, this could be your chance to hobnob with hobbits and wisecrack with wizards.

INTERVIEW

The champs 32
Karl Dallas has been talking to the Atari world champs, and they're both British.

REVIEWS

The new games 49
A fresh look at the latest carts and cassettes hot off the distributors' shelves.

GAMES GOVERNMENTS PLAY

Battlefield video 54
This month Mike Roberts reveals the incredible electronic toys that that the military can use to train soldiers while saving on weapons.

RESEARCH

Games are OK 57
In answer to the games knockers here's some hard evidence that video games are good for you.

REGULARS

Editorial 5
News 6
Late news 13
Top 20 video games and top 10 arcades 19
Top scores 41
***TV Gamer* club** 60
Advertisers, What's coming 66

The Long Good Friday.

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ACTIVISION®

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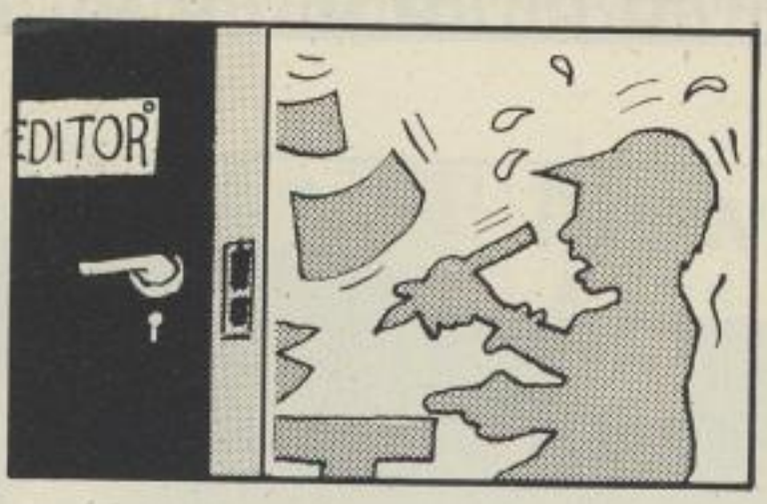


New-look TVG is great say letters

Devastating! That's the only word to describe the response we've been getting to the March issue of *TV Gamer*. It's a real success: the only magazine to combine all kinds of screen games from the lowly to the sophisticated. As the first letters flooded in over the last few days before we had to go to press, we've been absolutely overwhelmed by the encouragement we have had from our readers who are obviously enjoying the new style of design and of course the new games features. Certainly our "In-Depth" reviews have hit a useful target with lots of readers.

Last issue saw a fine solution to *Pitfall* which has stirred up lots of you to write to us. This month *Raiders of the Lost Ark* gets the treatment, with a detailed map and solution. Next month we'll continue *Raiders*, with tips on how to get a good score and lots of readers' letters with their own hints about *Raiders*, probably one of the most mystifying games ever.

This month's news carries lots of information gathered by our reporters who went to the US recently to cover the Consumer Electronics Show in Las Vegas (lucky devils!). Some of the products will surely find their way to Britain in the next few months, while others seem tantalisingly out of reach for the foreseeable future. *TV Gamer* will keep you posted about any products which arrive in Britain, and you'll be able to say you read about them first in *TV Gamer*.

As you will gather from various clues in the magazine, we want to widen our panel of reviewers. Each week literally dozens of new cassette games come clattering out of our mailbag. We have to select games for review and reject others without even seeing them! Well, this won't do at all, so if we can persuade enough readers to become reviewers, we won't have to miss any. The attraction of the idea is that reviewers will normally be allowed to keep the games afterwards – often weeks or months before the games are available in the shops. All is explained on page 66.

For those readers who haven't seen the computer adventure games, this month there's the article which introduces Melbourne House's *The Hobbit*. When I read his manuscript I couldn't wait to have a go. It certainly works (the article, I mean). I scored 12.5 percent at the first try, just as his article predicted.

This month we've started a tougher competition style called a "Prize Quiz", and to start it off we're giving away a 48K Sinclair Spectrum, with lots of peripherals and some excellent games. Do write and tell us whether you prefer this kind of quiz or the more straightforward kind.

By the way, watch out for two April Fool items (no prizes for solvers) buried somewhere in the magazine.

John Sanders

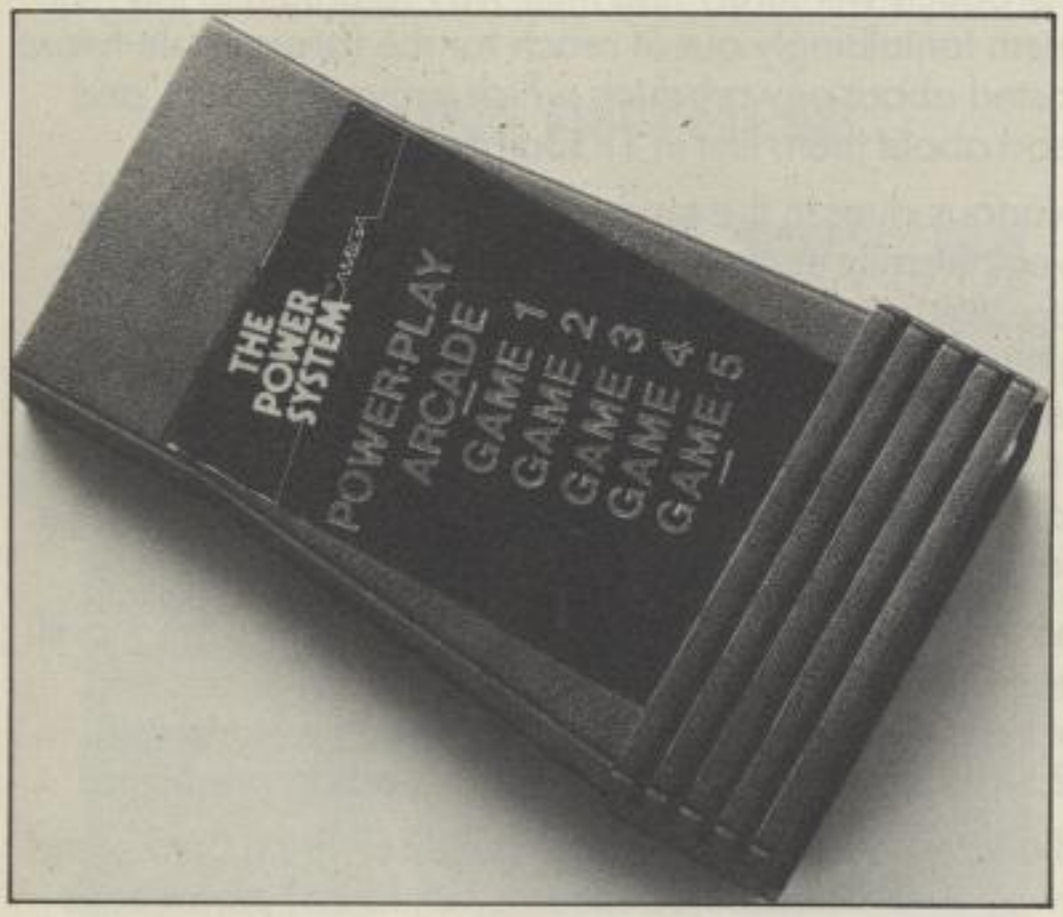
REVIEWERS STILL REQUIRED

We need more reviewers for the following systems: VIC-20, ORIC, DRAGON, AQUARIUS. Please see page 66 for details.

Roller Controller

SOON TO be launched in Britain is this new Colecovision add-on, called "Super Action Controller". The manufacturers tell us that it allows more control and faster speed of movement than the conventional Colecovision joysticks. Offering 360° full field movement in any direction, the controller moves the on-screen character faster by spinning the roller-ball faster.

Two CBS Colecovision carts are to be made available for the controllers, and *TV Gamer* will give details soon.



32K Module for VCS

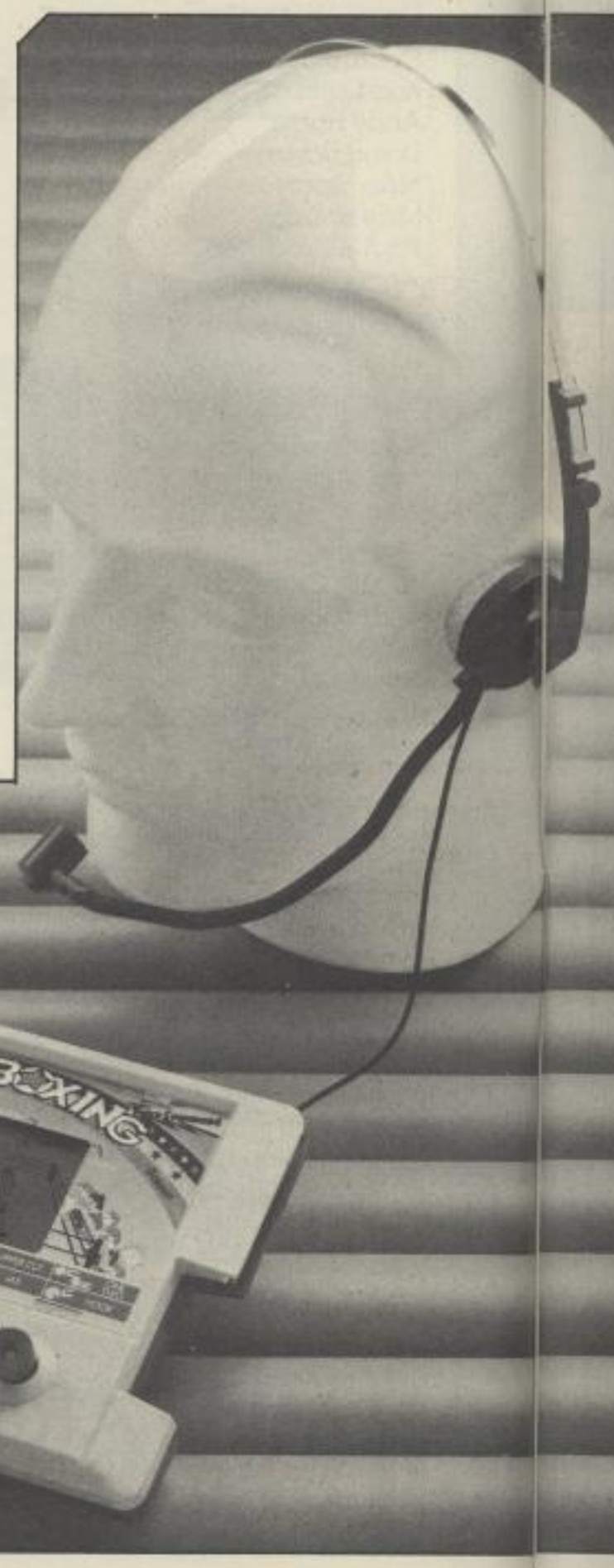
IT'S NOT quite the same thing as an upgrading to a home computer, but an American company, Amiga, has just released (in the US only) VCS cartridge with up to 32K of ROM. Called the "Power-play Arcade" series, the units use a proprietary switching chip which lets the cartridge work in any combination of 4K segments.

Amiga have concluded a deal with Imagic to put five Imagic games onto a single Power-play Arcade cartridge – *Demon Attack, Atlantis, Cosmic Ark, Dragonfire* and *Star Voyager*. At the same time two other Power-play carts offer *Eggomania, Gopher, Word Zapper* and *Galleon's Gold* and a set of three "true analglyphic" 3D games (rather than mere perspective 3D).

The Power-play Arcade carts are being launched at a price well below that of the individual games cartridges, but there are no immediate plans to export the system to the UK.

Voice box

THIS NEW hand-held game from Computer Games Ltd definitely offers a touch of state-of-the-art technology. The most revolutionary aspect of the game is a boom microphone which conveys the player's words of attack or defence to the on-screen boxer. The man responds to commands like *hook, sway, jab, defence, one-two, upper-cut,* while sound effects are conveyed back to the player through the headphones.



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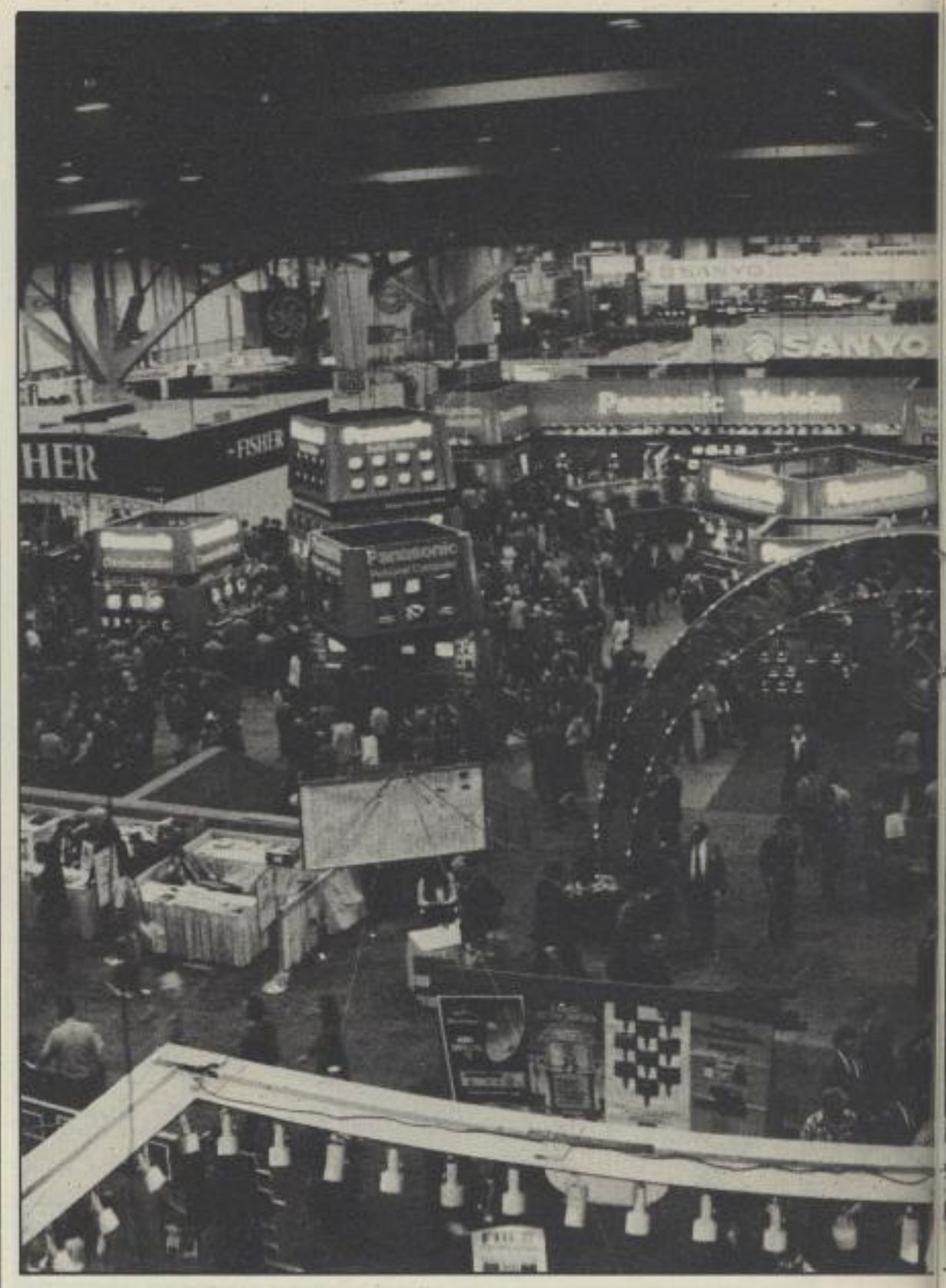
SCREEN GAMES AT LAS VEGAS



***TV Gamer's* intrepid team of reporters is back hot foot from the world's biggest electronics show to tell you all about the latest developments in the screen games scene.**

THE DOORS opened on the 1984 Winter Consumer Electronics Show (CES) in Las Vegas, amidst rumours and counter-rumours concerning some of the most important names in the industry, as to whether they would still be with us for the Summer Show in Chicago.

CES, coming so soon after such household names as Atari, Activision and Imagic reported losses amounting to hundreds of millions of dollars, had a surprisingly optimistic atmosphere for the record 90,000 visitors to this year's Show. However, there was precious little on the new-product front to get really excited about amongst the 1,300 exhibitors' booths sprawling over four halls, each of which would consider Earls Court as a midday snack. At first glance, the apparent lack of many revolutionary products suggests a degree of inconsistency and uncertainty in an industry which is renowned for an outrageously high rate of product and technical innovation.

An easy and pessimistic reason for this inconsistency would be that all the "ideas men and women" haven't got many left! But, scratching below the surface reveals a paranoia shrouding many new ideas; in an industry which can no longer support *every* one of those who would profit by it. Showing the trade, and therefore the competition, your new ideas in January gives them long enough to borrow or adapt concepts for inclusion in their own Christmas line-up.

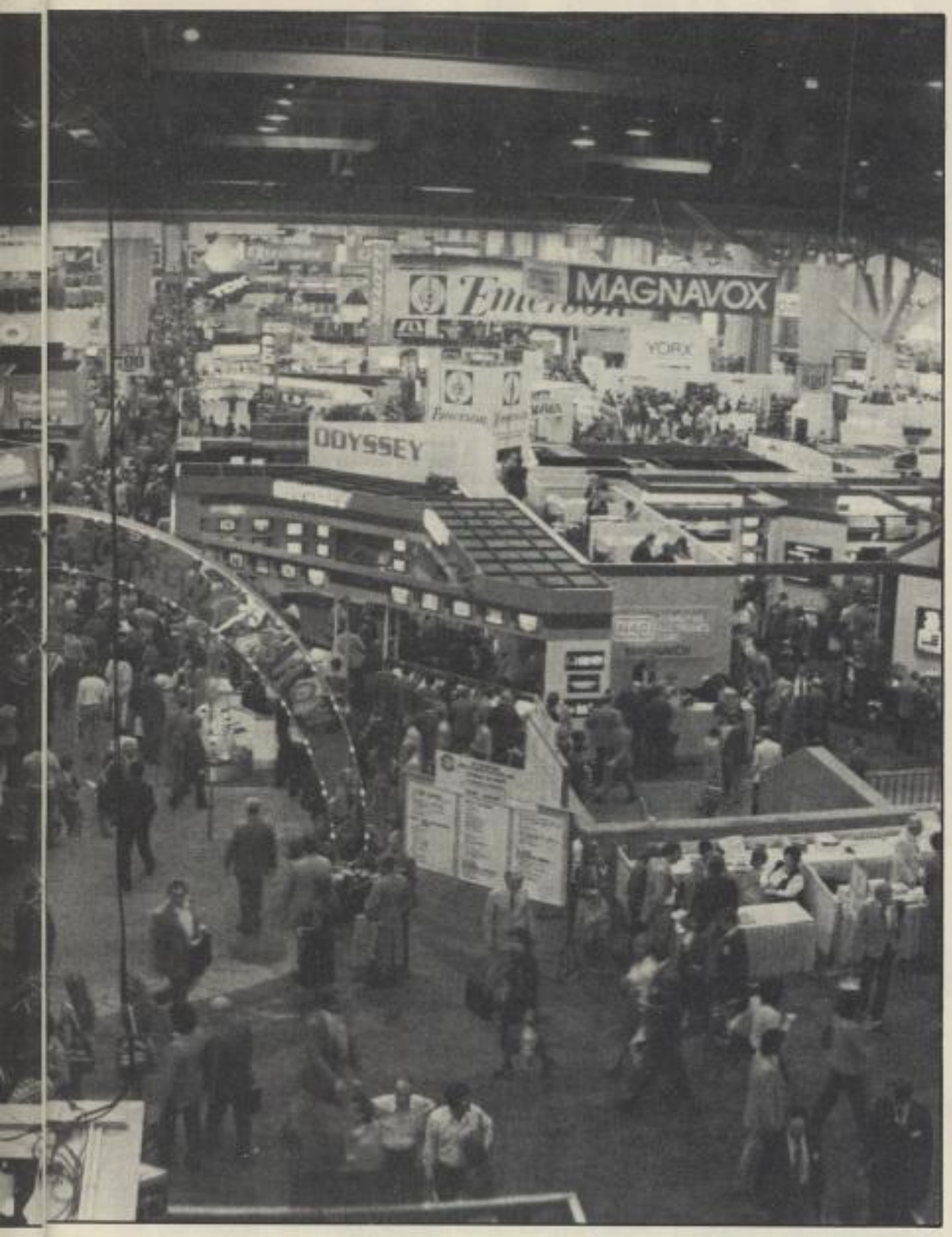
For those privileged buyers, however, such as those from the giant US department stores, Sears Roebuck or Sachs, many "restricted" items were undoubtedly unveiled in heavily-guarded back-rooms; but it's six months until the next CES in Chicago when most mortals get to see the real heart-stopping stuff.

For those companies brave, or stupid, enough to be showing new products, albeit at prototype and mock-up stage, the Show can be used as a piece of concentrated market research. If well-received, then production will follow; if not, then changes will be made or the idea scrapped altogether.

One company that may be adopting such a policy is Commodore, who launched their CV264 and CV364 machines, the latter having a 250-word software speech capability built in. Both are 64K (60K user-accessible!) offering sixteen colours and eight luminences with a resolution of 320 x 200 pixels. Each machine comes with built-in software, such as a "Lisa style" Magic Desk for home filing, a word processor and an impressive looking spreadsheet (UK prices yet to be announced). That's the good news. For game freaks, however, here's the marketing faux-pas we've all been waiting for ... neither machine has a "Sid" chip nor sprite facilities; so the CBM64 is destined to be Commodore's lifeline as far

as games are concerned for some time to come unless product specifications are altered in the coming months.

At past CESs, some companies have adopted grand policies, not unlike political party manifestos ... promising the earth and delivering only the topsoil. With this in mind, it was interesting to note that Atari and Parker Brothers were only showing product to be



available on or before April, which marks a dramatic change in selling strategy for two companies who were taking orders in January 1983 for product not shipped before October/November 1983, if at all. Parker Brothers' main attraction was the conversion of *Star Wars* the arcade game onto a range of home computer and video game systems. This is in line with their overall game plan for 1984/85 which calls for a small number of high profile titles available across a wide range of systems. Forthcoming promised goodies from Parker Brothers include *Gyruss* and *Star Wars Arcade*, both available on the Atari VCS, Coleco, CBM64, and ZX Spectrum. The latter system also marks a step forward, not only for Parker but also for the industry as a whole – a customised operating system has been developed and installed inside the cartridges to give enhanced graphics to their games.

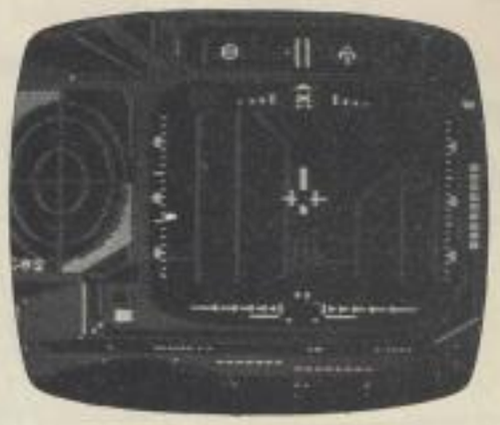
Similar to Parker Brothers' Spectrum chip is the 32K proprietary chip conceived and designed by an Activision 'technology team' which transforms the Atari VCS into a more sophisticated game machine. One of the first releases incorporating this technology is David Crane's *Pitfall II*. The action takes place in a subterranean cavern eight screens wide and 28 levels deep, perhaps the largest matrix ever developed for the VCS. *Pitfall II* will be available in the UK in April/May but it's worth the wait, for this long-awaited sequel to one of the most original and addictive of all VCS offerings.

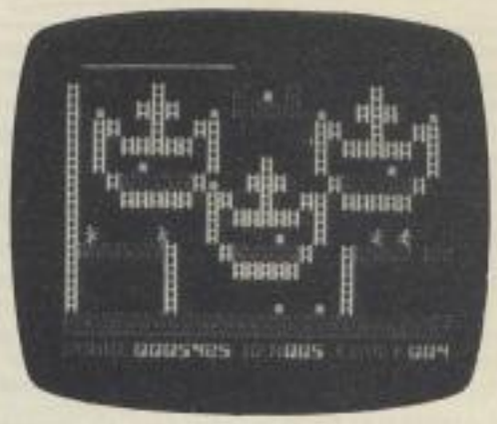
Imagic, despite being among the financial casualties of 1983, seemed none the worse for wear with a rash of new titles including *Baseball*, *Football* (US-style), and *Wing War*, an

adventure/arcade game with griffins and dragons' eggs! All good fun. These, and other titles, are available on the VCS, Atari 400/800/600 series, Coleco, IBM PCJr, Texas 99/4a and the VIC20.

As for the best of the rest, watch out for the following as 1984 slips by: *Flipflop*

from First Star; *Moondust* from Creative Software; *Robot Factory* from Datamost; *Trains* and *Aerobics* from Spinnaker; *Sherlock Holmes* from Melbourne House: *Meridian III* and *Mancopter* from Datasoft; *Miner 2049er* for Coleco from CBS; *Heist* for Coleco from Microfan; *Lode*





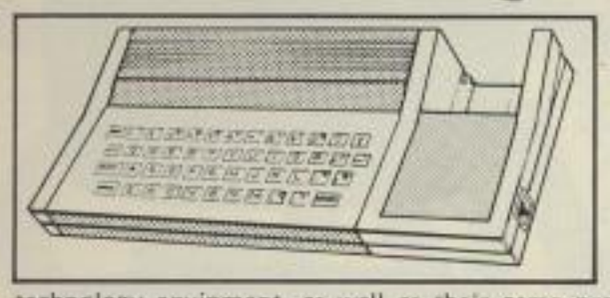
Runner from Broderbund; *Dimension* from Synapse.

Finally, spare a thought for how you may be buying these games in the future. On tape, disc or cartridge? Cartridges are too expensive, but tapes take too long to load and corrupt too easily. Well, how about a game vending machine into which you slot a special reprogrammable cartridge? All you do is select another game which you want to load onto your cartridge, press a button and zap, it's there! And all for the price of a cassette-based game.

The first of these machines – the Romox Programming Terminal – will be in the UK by the beginning of April in twenty test sites, so watch out for further developments in what was probably the most significant product on show in Las Vegas this January.

HOME COMPUTERS

20K AQUARIUS



AQUARIUS: The brand new Aquarius Personal Computer is part of Mattel Electronics latest developments in advanced technology and offers full home computing facilities, as well as extensive game play, using a very wide range of plug in cartridges. Since Aquarius is a Mattel Electronics product, it benefits by the company's wide experience of producing high technology equipment, as well as their game programming expertise which is evident from the advanced games which have been produced for the Intellivision. Aquarius costs £49 and comes with microsoft basic built in. It is so simple to use that you'll be writing your first programs within minutes of taking the machine out of its box. You can even record the programs on your own cassette recorder at home, so you can use them again at a later date. Most available domestic tape recorders are compatible with the Aquarius.

A POWERFUL MACHINE: For all it's simplicity, it is also very sophisticated. It has a Z80A processor and it comes with 8K of built in ROM and 4K of RAM, expandable to 52K. It has a display of 40 x 24 characters, and a graphic resolution of 320 x 192 with a total character set of 256 (including the complete ASCII set with upper and lower case letters, numbers and additional graphic symbols). The keyboard has 49 full stroke moving keys, unlike some of the cheaper machines which have membrane keyboards. The size of the machine (excluding any of the additional peripherals), is 13" x 6" x 2".

PERIPHERALS: It is very easy to increase the capabilities of your Aquarius as all the peripherals plug straight into one another. You can add a Printer, a Modem, a Data Recorder, Mini Expander and other items. All of the peripherals are very easy to install and what is more, they're easy to use. But the best news of all is, they're easy to afford.

CPM OPERATING CAPABILITY: The Aquarius is capable of being expanded to 52K RAM and later in 1983 a disk drive will be available for it, with the commercial CPM business operating system. This will allow you access to one of the largest software libraries in the world, with literally hundreds of programs available for you to use.

CARTRIDGES: Various sophisticated programs have been launched on plug in cartridges such as a Visicalc spreadsheet and a word processor. Other cartridges include popular Intellivision titles and are available for as little as £12.95.

4K Mattel AQUARIUS – £42.61 + VAT = £49
20K Mattel AQUARIUS – £67.83 + VAT = £78 **£49**

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GREAT LOW PRICES

RECONDITIONED ATARI 400's - FROM £39
We have managed to secure a small consignment of 16K Atari 400 computers which have been factory reconditioned by Atari UK. These units offer exceptionally good value and can be bought in two ways. The Atari 400 (console only) at £39 makes the perfect games machine, allowing you to use plug - in cartridges to capture the game action and graphic quality of dozens of arcade hits. If you want to begin programming straight away, you can purchase a reconditioned 400 with Basic Programmer Kit for only £69. To get your programming off to a good start, we will add our 100 programs free of charge. If you buy the console only initially and then decide to use your computer for programming, you can buy the Basic Kit seperately for £45. We will include with it our 100 Free Programs. All of these models are full specification computers in as good as new condition. We can also offer upgraded reconditioned 400's. The 32K version is now only £78, and the 48K version only £98. (£108 and £128 with the Basic Kit).

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ATARI NEW XL RANGE: We now have in stock the brand new 16K 600XL Computer offering expandability to a massive 64K (£89 extra), as well as being totally compatible with the current range of 400/800 computers. We also have the new 64K 800XL, together with the new range of Atari printers. The Atari 1050 disk drive is also in stock and retails for £279.

THE SILICA SERVICE: We like to ensure that our customers are well supported when they buy a computer from us. That is why we give away 100 free programs to all our customers purchasing major items of Atari computer hardware. We also give a 2 year guarantee on all Atari computers we sell.

FREE COLOUR CATALOGUE AND PRICE LIST: A new updated December 1983 Price List has now been published, giving 32 pages of information on over 1000 items for use on the Atari 400/800 and the new XL Atari computer. If you are thinking of buying, or already own an Atari computer write for our 32 page price list and our 20 page colour catalogue.

Reconditioned Atari 400 16K - £39 (inc Basic £69)
Reconditioned Atari 400 32K - £78 (inc Basic £108)
Reconditioned Atari 400 48K - £98 (inc Basic £128)
Reconditioned Atari 800 48K - £149 (includes Basic)
NEW! Atari 600XL 16K - £159 (includes Basic Kit)
NEW! Atari 800XL 64K - £249 (includes Basic Kit)

PRICES FROM ONLY **£39**

VIDEO GAMES

COLECOVISION

THE SYSTEM: The CBS Colecovision offers new standards in video game play. The excellent graphics are well implemented with arcade titles such as Zaxxon, Lady Bug, Gorf, Wizard of Wor, Carnival, Mouse Trap and the lovable Smurfs. The console comes supplied with a three screen arcade quality version of DONKEY KONG. Parker and other companies have also announced ranges of cartridges for Colecovision, to further enhance the wide range of quality titles available for this new television games machine.

THE CONSOLE: The CBS Colecovision video games system has advanced technology which produces superlative graphics resolution and excellent sound effects. The styling of the console and hand controllers has been carefully researched; the console is designed to complement modern hi-tech equipment, and has clear features for easy operation. The hand controllers allow fingertip control via the 8 direction joystick, and feature 2 independent fire buttons. The push button keyboard is used for game selection and for game control with some cartridges. The hand controllers are detachable and are connected to six feet of telephone coil cable, storing neatly away in the console when not in use.

ATARI EXPANSION MODULE: The Atari converter module allows Atari VCS software cartridges to be played on the Colecovision console, allowing owners the freedom to purchase from the extensive range of Atari compatible cartridges. It also means that existing Atari owners can buy the CBS Colecovision games system without discarding their software library. Silica Shop offer part exchange facilities if you wish to upgrade.

TURBO EXPANSION MODULE: The Turbo Driver Expansion Module allows you to actually drive the vehicle that appears on your T.V. screen. The module consists of a steering wheel, dashboard and accelerator pedal. One hand controller is mounted on the dashboard to provide a gear change unit. The module comes complete with a Turbo Driver cartridge, the first of several cartridges to make use of the module, which provides all the action of sitting in the driving seat. This facility is unique to CBS Colecovision.

HOME COMPUTER EXPANSION MODULE: The Home Computer Module scheduled for release in early 1984, allows conversion of the games unit into a sophisticated Home Computer. This flexibility of design is a very important feature of the CBS Colecovision System.

COLECOVISION UNIT - £86.09 + VAT = £99 **£99**

VECTREX

THE SYSTEM: Vectrex is a totally unique Home Arcade System, which has been exclusively designed and engineered to duplicate real arcade game play. Complete with its own monitor display, Vectrex won't cause any arguments over the use of the family's television because it has its own built in screen.

THE SCREEN: Vectrex does not use ordinary display techniques, instead it uses vector scanning to control the images on the screen. With this scanning method, the gun only updates the area of the screen that has changed, whereas a normal T.V. re-transmits the ENTIRE screen 50 times a minute. It is this that gives Vectrex its speed, and means that very little computer power is required for screen control, and the results provide very fast responding and clear images. These 'Vector Graphics' are used in several arcade games such as Asteroids and Battlezone, to give you incredibly high resolution and quality. Vectrex brings all of this from the arcade right into your living room. The Vectrex screen is capable of displaying 80 columns by 40 lines, which is significant to the extensive developments planned for the system.

EXCITING SOUNDS AND ELECTRONICS: Vectrex has an advanced microprocessor with more speed and power and exciting effects than many home video games systems.

REAL ARCADE CONTROLS: Vectrex has a unique control panel, similar to those used in many real arcade games, with 4 concave action buttons and a full 360° self centering joystick. This control panel has a 4 foot detachable cord for maximum player freedom.

REAL ARCADE GRAPHICS: Vectrex has its own 9 inch vertical screen and unlike a conventional T.V. screen, uses advanced display technology to achieve brilliant, high resolution imagery and superb game play never before possible. The Vectrex display provides special effects too, such as 3-D rotation and zooming in and out, which a regular T.V. cannot match. Using a black and white monitor, each Vectrex game comes supplied with its own coloured plastic screen overlay to add to the excitement of game play. The range of Vectrex cartridges (£19.95 each), gives a good selection of arcade games such as Berzerk, Scramble, Rip-Off and Bomber Attack. Vectrex comes complete with a fast paced 'Minestorm' game built into memory.

VECTREX: Vectrex has an advanced state-of-the-art microprocessor with more speed than other T.V. games.

VECTREX – £112.17 + VAT = £129.00 **£129**

WHO ARE SILICA SHOP?

Silica Shop are one of the leading specialist suppliers of Video Games & Personal Computers. We consider that our service, to those who already own or to those who are interested in any products in our range, cannot be matched by any other supplier. Just look at what we have to offer:

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* MAIL ORDER - we are a specialist mail order company and are able to supply goods direct to your door at no extra cost.
* FREE FIRST CLASS DELIVERY - all orders are sent Post and Packing FREE, most of them being despatched by FIRST CLASS POST within 24 hours of us receiving your order details. If you require overnight delivery, this can be arranged at a charge of £3 for items under £90, or alternatively £5 for items over £90.
* MONEY BACK UNDERTAKING - if you are totally dissatisfied with your purchase, you may return it to us (in good condition) within 15 days for a full refund.
* PART EXCHANGE - we will offer you up to one third of your current selling price in part exchange on your old Mattel Intellivision or Atari console (and related cartridges), if you decide to buy a new video game or personal computer from us.
* SECONDHAND GOODS - we sell reconditioned Mattel & Atari consoles/cartridges (with a full 1 year guarantee), at two thirds of our normal retail price.
* COMPETITIVE PRICES - both our prices and service are very competitive. We are never knowingly undersold and will normally match any bona fide price quoted by our competitors, providing they actually have the goods in stock. We will also send the order to you post and packing free!
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ATARI

ATARI VCS (2600) – THE NO 1 BRAND LEADER IN THE U.K.

ATARI: The Atari Video Computer System known as the Atari VCS or the 2600 has now become the T.V. game brand leader. In the U.K. there are over 700,000 owners of the VCS with access to a range of over 200 different plug in cartridges, each having a multitude of different variations and difficulty levels. Every system comes complete with the main console, two individual joystick controllers, mains adaptor and a FREE PAC - MAN cartridge worth £29.95. The console incorporates special circuits which have been designed to protect your television set.

SECONDHAND GAMES: We currently have several secondhand Atari VCS units in stock which we are selling for only £39 (inc VAT). This price includes the Console, with Combat Cartridge and all the accessories, as well as a 12 month guarantee. We also have stocks of several secondhand cartridges many at half price (all with 12 month guarantee). We will normally buy back secondhand units and cartridges at ¼ of our normal selling price. **£39**

EXTENSIVE CARTRIDGE RANGE: The Atari VCS is so popular that in addition to Atari's own cartridges, there are over 150 compatible cartridges, produced by at least a dozen different third party manufacturers. Silica Shop has one of the largest cartridge selections available in the U.K. Our range of over 200 titles (printed either side of this column), includes items in stock now, as well as many of the new releases for later in 1983.

SILICA ATARI CLUB: Silica Shop has over 20,000 Atari VCS club members registered on our computer. As a specialist company we are able to obtain advance information about new developments and send detailed catalogues to all of our club members, enabling them to evaluate new products before they buy. This is a totally FREE service, to receive your copies complete the coupon below.

SERVICE CENTRE: Atari International (UK) Inc has recently appointed Silica Shop as an authorised Atari Service Centre. This means that we can now service your Atari VCS or 400/800 (under guarantee if applicable), whether or not you purchased it from us.

COMPUMATE – £49 VCS COMPUTER KEYBOARD: We now have in stock the new Compumate Keyboard from Spectravideo which converts the Atari VCS unit into a fully programmable home computer and utilises the popular BASIC Programming language.

STARPATH SUPERCHARGER: The Supercharger costs only £29 and plugs into the cartridge socket of your VCS and expands its RAM almost 50 fold, from 128 to 6,272 bytes. This increased memory adds vivid high-resolution graphics capabilities and significantly lengthens the game playing time. Supercharger has a range of £17.95 multi-load games offering the facility to play a game in several distinct parts (great for adventures), the next section being loaded only when you have completed the previous one. For a detailed Supercharger colour catalogue please complete the coupon below.

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ACCESSORIES

We stock a wide range of accessories for the Atari VCS and 400/800 personal computers. The same accessories can be used on the Commodore VIC range of computers. The Wico range can also be used with the Texas Instruments computers on purchasing a special adaptor. To give you an idea of the range available, just take a look at the following list:

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WICO RED-BALL: An arcade type joystick with a red ball handle, it features 2 fire button locations, one at the base and one on the stick. It comes supplied with 4 grip pads for easier table top use.

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Wico Straight Stick with Stick Fire Button

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MATTEL INTELLIVISION: The Mattel games unit is a most versatile T.V. game which offers 3-D graphics quality for only £79. Each cartridge comes with 2 overlays which fit over the unique hand controller giving easy directions for game play. Using the handset's control disc, objects can be manoeuvred in 16 directions to give an accurate simulation of lifelike movement.

NEW MATTEL CARTRIDGE RELEASES: Why not complete the coupon below and join the Silica Mattel Owners Club and receive our **FREE** news bulletins and 16 page catalogues detailing new Mattel releases. There will soon be over ninety cartridges available for the Mattel, and a small selection from these is listed below:

MATTEL: Arctic Squares, Burger Time, Buzz Bombers, Chess, Cloudy Mountain, Loco Motion, Mission X, Mystic Castle, Sharp Shot, Solar Sailor, Space Shuttle, Vection, Winter Olympics. **ACTIVISION:** Happy Trails, Pitfall, Stampede. **CBS:** Blue Print, Carnival, Donkey Kong, Gorf, Mousetrap, Smurf, Solar Fox, Turbo, Venture, Wizard of Wor, Zaxxon. **IMAGIC:** Beezer, Dracula, Ice Trek, Nova Blast, Safecracker, Swords & Serpents, Tropical Trouble, White Water. **PARKER:** James Bond 007, Lord of the Rings, Popeye, Q-Bert, Spiderman, Star Wars, Super Cobra, Tutankham.

LOW PRICED CARTRIDGES: We are pleased to announce that our prices for many of the Mattel cartridges are now as low as £9.95! If you would like to have details on the Mattel range of cartridges, send off for our up to date price list.

COMPUTER KEYBOARD: In November 1983, Mattel will be launching their new £89, 49-key computer keyboard attachment called 'LUCKY' which is fully programmable and has microsoft basic built in. It will transform your Master Component into a home computer. The adaptor also accepts a 6 note polyphonic music synthesiser and full size 49-key piano keyboard that will make learning music as easy as playing games.

MATTEL CONSOLE – £68.70 + VAT = £79 **£79**

VIDEO GAME CLUB

In a fast moving market like video games, it is difficult to keep up to date with all the developments that take place. With new programmes and accessories being introduced at a fast rate by several different manufacturers, it is impossible to get all the information you require from one manufacturer alone. It is for this reason, that we have set up owners clubs for the more popular video games and home computers, to keep you fully up to date with what is going on with your particular machine. As far as we know, Silica Shop are the only company to offer such clubs, but that is not surprising since we are the specialists. We currently have **FREE** clubs for the **Atari VCS, Atari 400/800** home computers, and **Mattel Intellivision.** Soon we will have clubs for **Colecovision, Aquarius** and **Vectrex.** So if you own one of these machines, fill in the coupon opposite, and we will enrol you **FREE OF CHARGE** in the club relevant to your computer or video game.

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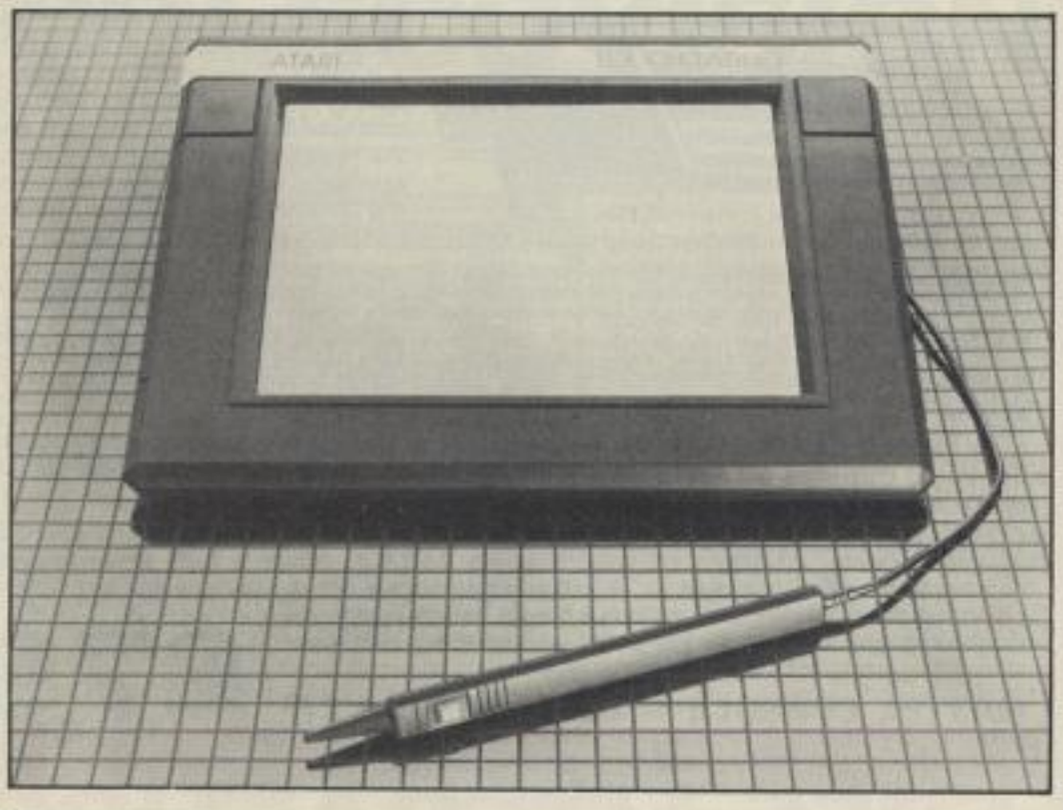
US Atari shows off "art"

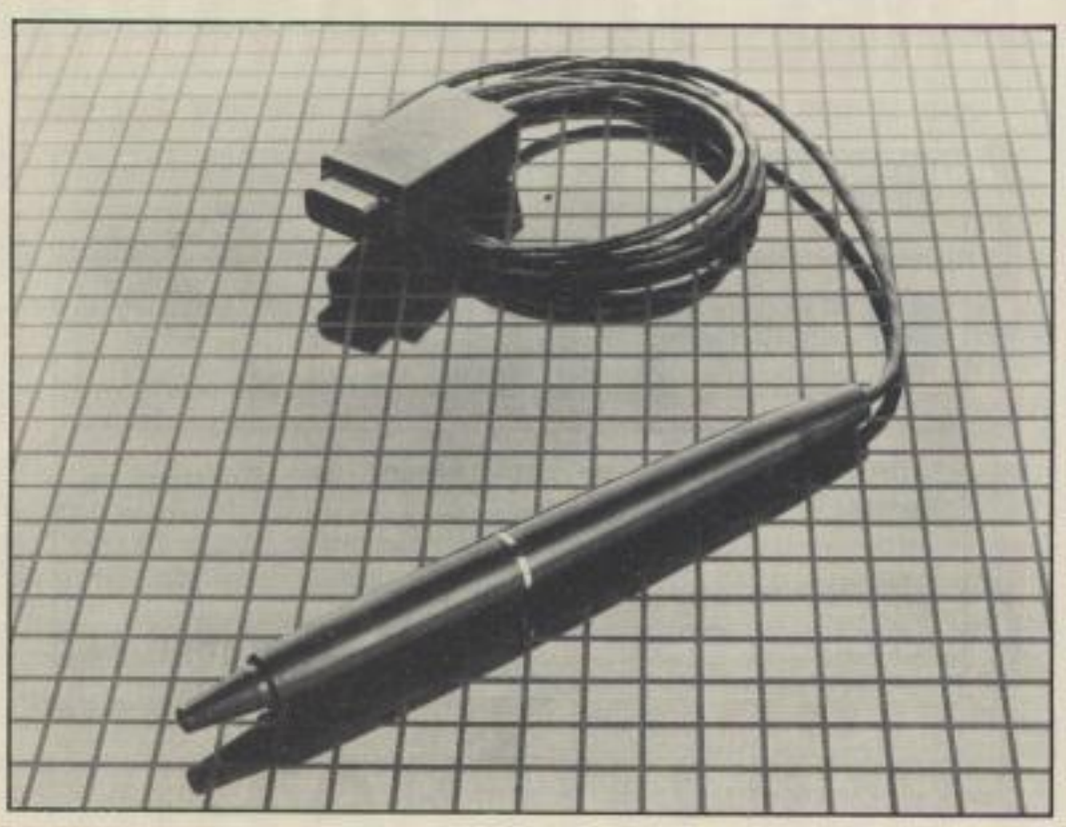
RECENTLY RELEASED by Atari in the US is the "Touch Tablet", a device resembling a child's Etch-a-Sketch, which is connected to the TV and a special writing stylus. The would-be video artist then draws onto the Tablet which transfers his or her picture onto the TV screen, adding colours.

Touch Tablet uses *Atari-Artist* software, offering 128 colours and 12 pre-designed patterns. Additionally it magnifies any part of a drawing, draws perfect circles, squares, straight lines with a variety of "brush" widths.

And from Atari's whatever-will-they-think-of-next department comes the artist's "Light Pen" using the *AtariGraphics* cart. This, too, offers access to 128 colours but also boasts hundreds of graphic patterns, offering patterned colours, circles, squares, mirror images, and the like. The Light Pen stylus draws directly onto the TV screen, and can summon menus of colour and shape directly by contacting the screen. Favourite pictures can be stored onto cassette, too.

The latest adventure game, Arthur the First, from Aprilsoft, showing new Legographics detail.





Free games on Micronet 800

VIDEO AND computer gaming can be a rather lonely hobby, with only one person using the keyboard at a time. Well, you probably know of the Prestel service, but did you realise that it can be used through a number of ordinary computers to give you access to a fascinating world of information, advice, news and best of all, FREE games. There is a special section of the Prestel Database known as Micronet 800 which is a kind of electronic magazine, with all the news and comments on the world of microcomputers available only moments after it happens. You also have those free games, ready to load directly into your micro.

We have arranged to join Micronet 800 and in future we hope to be testing the games they provide in the same way as we test other games.

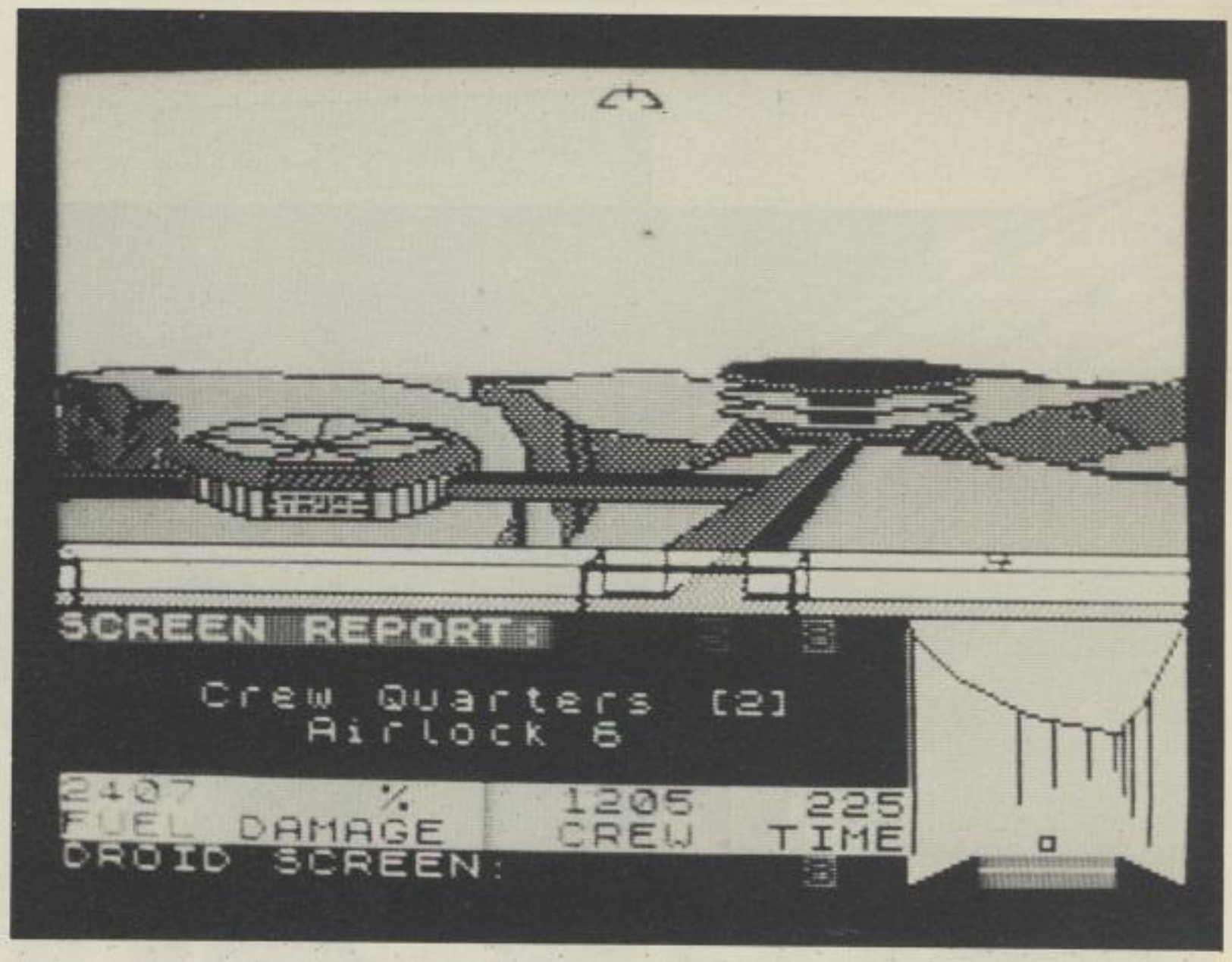
Micronet are also going to run a game, *Starnet*, involving up to two thousand players, who will each send their moves in day by day, to be processed by a computer overnight, with the new situation ready for the players to access the next morning. *TV Gamer* will be taking part in this game and will be reporting our progress, or lack of it, in a regular Micronet Column.

If you're already on Micronet, watch for our response pages or write to us – we'd like to hear from you!

Get *TV Gamer* next month, and we'll give you a guided tour of Micronet and give you all the costs and how to join.

Zap game boasts super graphics

Recently released from Beyond, *Psytron* offers superior graphics over ten screens, with alien ships vectoring in from the distance and spectacular droid pursuits taking place in a warren of tunnels. Beyond have announced a prize to the first gamer to conquer *Psytron*. Available for the 48K Spectrum only.



Voice control for Spectrum

A state-of-the-art development from Orion Data, called Micro Command, is to be launched soon at just under £50. Micro Command is a slot-in unit which firstly programs your Spectrum to recognise up to a fifteen-word command, then translates it into game and other commands, without you even having to touch the keyboard. Micro Command comes complete with microphone, two manuals and a simple cassette game *Sheeptalk*.

Disc drive for Oric

A single or dual disc drive, manufactured by a French company, is said to be compatible with both the Oric and Atmos computers. Price should be £299, including VAT.

A spokesman for the UK distributor, Software Communications Ltd, boasted that the disc drive is the first one available for the Oric.

Halt in Vectrex development

The American parent company for UK-based MB games, which markets the Vectrex system in the UK, has announced that it has discontinued development of the system. It is understood that Vectrex games will still be sold in Britain but now no further new games will be introduced.

The Vectrex game system is unique in that games are displayed in "vector graphics" – a direct method which generates lines of light on screen to give sharp images without the characteristic steps of conventional "raster" screen graphics. The superior arcade-quality graphics have been much prized by coin-op fans seeking to play favourite arcade games at home. It is likely that the system will become cheaper over the next few months as a result of the decision and could represent a real bargain to buyers.

YARS' REVENGE

Paul Whiffin explains how to zap the Qotile and blast the Swirl.

This game is one of the better of the Atari-VCS-compatible carts and its long popularity must surely be due to its challenging, fast-moving gameplay.

The basic format of the game is designed round a whole mythology which Atari has invented. If you want to bone up on the story of the mutant house flies, consult the instruction book that comes with the game cartridge. If, on the other hand, you want to win at *Yar's Revenge*, read on.

The Yar is a fly-shaped character (named in honour of Ray Kassar, Atari's former president – Ray spelt backwards) who is moved around the screen with the joystick controller.

Although Yar can't move off the screen at either side, he certainly can

move through the vertical wrap-around, leaving the screen at the bottom and re-entering at the top and vice-versa (most important later in the game). The Yar can fire energy missiles which destroy the shield surrounding his arch-enemy, the Qotile. More points can be scored (and energy stored up for further Zorlon Cannon shots – explained below) if instead your Yar eats his enemy's shield. But be careful when the shield is nearly gone that you are not impaled. The Qotile launches a guided missile which constantly tracks poor Yar around the screen, slowly at first but the better the score, the faster it gets. As soon as one missile is destroyed, another is launched so there is little point in trying to shoot it. Provided Yar keeps moving, though, the missile won't get him. In later stages, Yar can nip from top to bottom, because the missile can't follow him over the wrap-round but has to go the long way across the screen.

A characteristic of the *Yar's Revenge* screen is an almost irridescent, rainbow-coloured vertical band which appears slightly to the left of the centre. This represents a region of safety to Yar, who cannot be harmed by the Qotile's missile. The snag is that he can't fire his own missiles while in the safety-zone either. Alas, the band offers no protection against the more deadly Swirls.

Up to now the game must seem a little slow but then we must mention that the Qotile can mutate into a dreaded Swirl – a name derived from the swirling rotatory action which the Qotile adopts. The Swirl is fanfared by a high-pitched warning noise and after a few seconds, it will launch itself at your Yar, who will need to be moved rapidly out of the way.

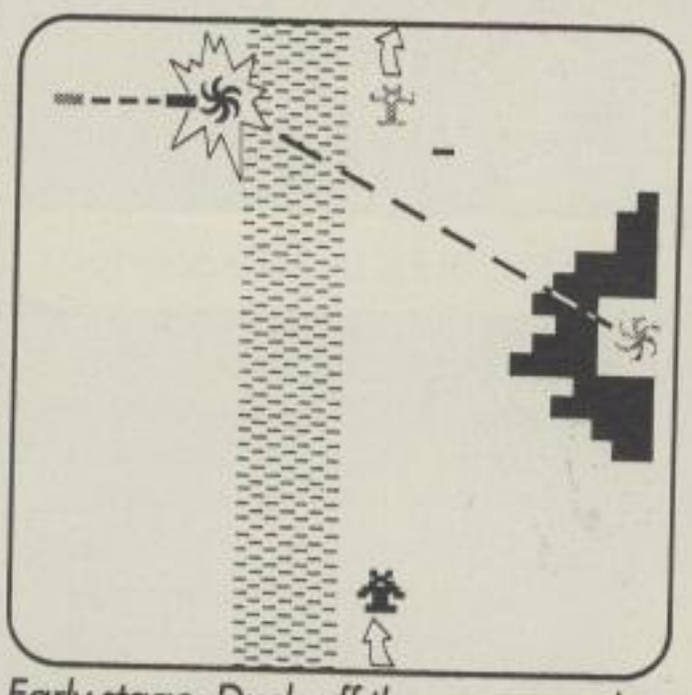
The Zorlon Cannon is an alternative bit of weaponry for the Yar. It appears as a multi-coloured little cursor on the left-hand side of the screen – it is activated as soon as your Yar nibbles a bit of the Qotile's shield. From that moment until the Zorlon Cannon is fired, the Yar's own energy missiles won't work. However, pushing your red joystick button now unleashes the Zorlon cannonshell horizontally across the screen,

SPECIFICATION

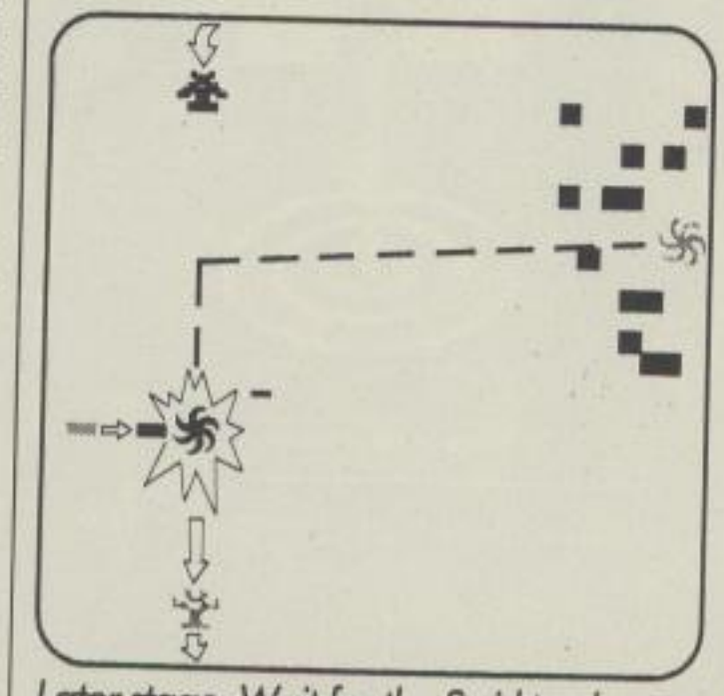
NAME: YAR'S REVENGE
SUPPLIER: ATARI
PRICE: £24.99
FORMAT: VCS
RATING: Value 3
Graphics 3
Sound 3
Gameplay 3

where the cannon will have been keeping abreast of your Yar. Hopefully the cannonshell will bop a Qotile or a Swirl, but watch out, it will hit Yar if you don't move him out of the way pretty sharpish.

Now, hitting the Qotile with a Zorlon cannonshell gains 1000 points.



Early stage: Duck off the screen and leave a missile for the Swirl.



Later stage: Wait for the Swirl to change course before leaving the screen.

Impressed? Well, you ain't seen nothing yet. A stationary Swirl scores 2000 points and a Swirl in flight nets 4000 plus an extra Yar.

So, by clever strategy you can bait a trap with your Yar, and as the Swirl is fired towards him, you can arrange for a cannonshell to arrive as a kind of special greeting.

THE STRATEGY

As you will soon discover, the Qotile moves slowly up and down the right-hand side of the screen. While it remains a Qotile, use your Yar to nibble away the energy shield (for points and more Zorlon shells). As soon as the Swirl appears, however, try to get as far away from its path as possible – so, for example, if the Swirl is moving down, wait at the top of the screen. As the Swirl fires, fire the Zorlon Cannon, and then quickly pop over the edge of the screen – when the Swirl gets to where Yar was, there should be a cannonshell waiting for it. Obviously this strategy needs practice to get the timing right, but the rewards are great. Not only 6000 points a time, but also that valuable extra Yar, which, if you can repeat the trick, can make the game go on and on. There is, however, a maximum number of Yars that can be stored – nine – so there is no point in trying for more extra lives until you lose a few.

THE ADVANCED STRATEGY

In the later stages of the game, Swirls become smarter. You have to get better if your Yar is to continue knocking them out. A Swirl won't necessarily fire straight at the Yar, but will change course. The trick here is to wait until the Swirl is level with your Yar, then fire and sneak off the edge of the screen as before.

If you still have a few Yars left there is a third, even more difficult stage to be reached, where the Swirl can make two course changes. Wait until Yar has completed one wrap-around before firing so that the Swirl has used up both its course changes and can no longer avoid its fate.

After a lot of practice, and once you have these schemes under your belt, you should be able to take the clock round (past 100,000) a couple of times at least. Happy hunting! □

As a reader of this magazine, there's a pretty good chance that you own or have access to a home video game system of some kind. Sitting comfortably at home playing any number of games for just the cost of the electricity, you may wonder why on earth anyone would want to go to an arcade to satisfy their craving for video fun and excitement. Despite the enormous number of home video games which have been sold in this country, arcade games are as popular as ever even though it can cost up to 40p to play on one. So, what do you get for your money? In short – better games and games that are not available on any home system.

A lot of the home games are, of course, based on games originally designed for arcades but because of technical limitations they will always be inferior to arcade versions in terms of picture quality and game complexity. Many arcade games will probably not find their way into the home for several years – the laser-disc games described in the March issue of *TV Gamer*, for example – and as home systems become ever more sophisticated, so do the full-size versions. So, arcades are going to be around for a good long time to come. If you haven't been to an arcade recently, don't wait a moment longer. Grab all the 10p pieces you can find and hurry on down to your local where you can expect to find the most sophisticated TV games around, including perhaps, some of these recent introductions.

SINISTAR by Williams

Sinistar is the name of the main opponent in this very fast moving space game. He is made up of crystals which are mined and assembled by worker ships. The crystals come from the planetoids and are also used by the player to create sinibombs which are the only defence against *Sinistar*. To collect crystals, the player first uses his laser cannon to extract them from the planetoids and then catches them as they float into space. At the same time, the enemy worker ships are swarming around, collecting crystals and trying to steal them. They cannot attack the player's craft but the warrior ships can and do! When the workers have completed the construction of *Sinistar*, it begins to track the player, at the same time booming "Beware, I live" in a very threatening voice. Once it appears on the screen, the only defence is to use sinibombs and if the player hasn't enough to destroy *Sinistar*, he's done for. If he does manage to survive he advances into different zones of the galaxy, each zone

presenting new obstacles and challenges. The graphics and speech synthesis are exceptionally good in *Sinistar* and the game itself if very exciting and challenging, enabling the player to adopt a number of different strategies in his battle against the aliens.

BUBBLES by Williams

If you thought the games manufacturers had used everything except the kitchen sink in their search for new games ideas – you were wrong. In *Bubbles* all the action takes place in – you guessed it, a kitchen sink.

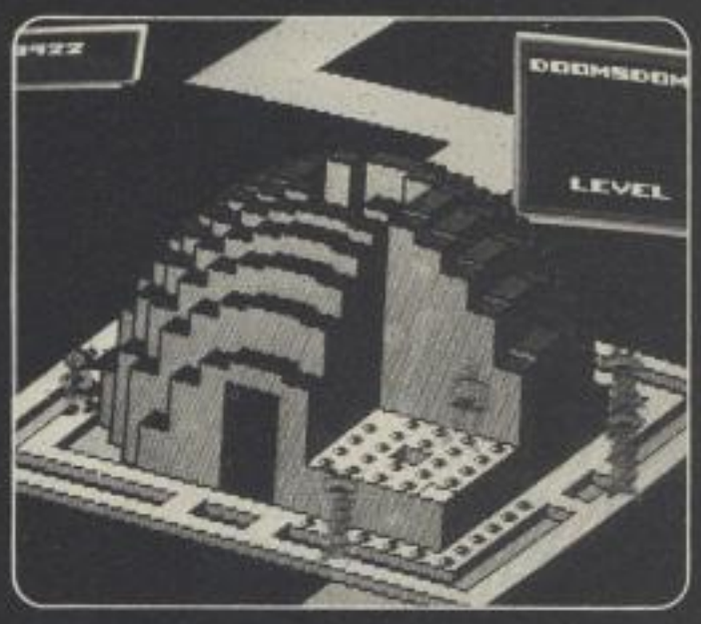
It's *Bubbles'* job to clean the sink of crumbs, ants and grease and as the player guides him around using the

joystick control, *Bubbles* gets bigger which prevents him being sucked down the drain. While *Bubbles* is cleaning up, aggressive sponges and brushes are trying to do the same and if they rob *Bubbles* of his crumbs etc, he doesn't grow and ends up being sucked down the drain. Once he has grown big enough to have a mouth he cannot be harmed by the brushes and sponges but he must be always on the look-out for razor-blades which, if they touch him, will puncture him. A cleaning lady appears from time to time and *Bubbles* must knock her down the plug-hole and grab her broom, which is the only defence against the dreaded cockroach.

At the end of each wave, the tap is turned on and *Bubbles* gets washed down the plug-hole, either to drown if he's not big enough or to move to the next sink if he is. Certainly an unusual game, *Bubbles* is a lot of fun to play but is not quite as dramatic as many other games, but then kitchen sinks never were the most exciting places in the world, were they?

CRYSTAL CASTLES by Atari

Bentley Bear is the hero in *Crystal Castles* and it's his job to collect rubies which are neatly arranged on 16 different playfields including a castle, a fortress, a palace and a dungeon. Along the way of course, Bentley is threatened by a variety of opponents doing their best to disrupt his gem collecting. Points are scored for each ruby collected and if he captures the last gem in a wave, Bentley



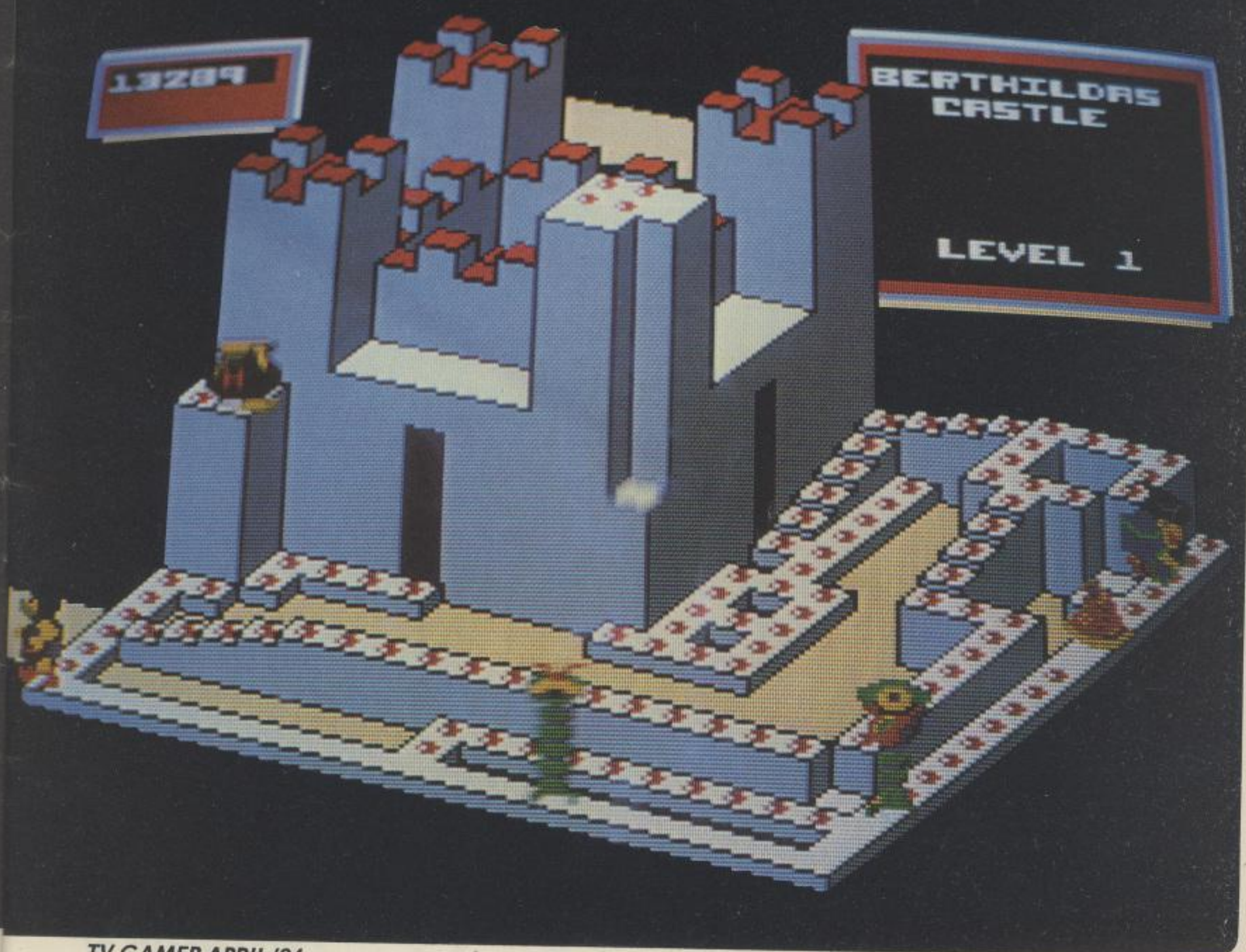
scores bonus points. Obstacles become more difficult as play progresses but if the bear hesitates he is attacked by a swarm of bees. On every fourth wave, Berthilda the witch awaits and she can only be destroyed whilst Bentley is wearing the magic hat which is located somewhere on the screen. The player controls Bentley with a very accurate ball mechanism and a jump button which enables Bentley to get out of trouble when threatened.

Similar games are available in

The Arcade scene

NEW COIN-OP GAMES

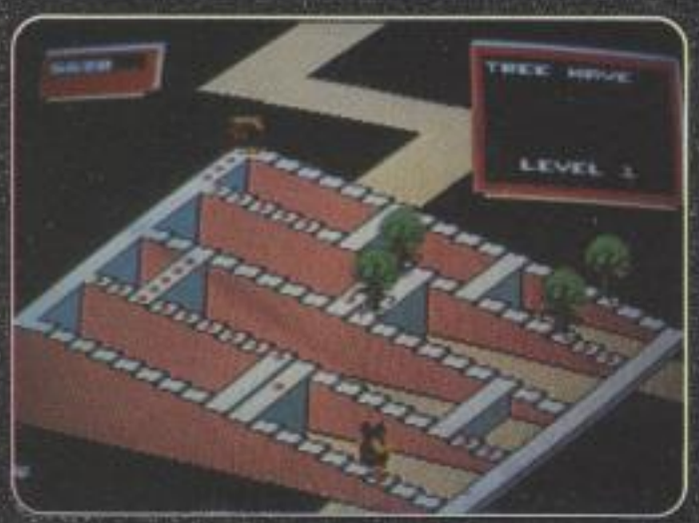
Andy Harris reports on the latest games.



The Arcade scene

Continued from page 17

home versions but none can compare with the superb graphic quality of *Crystal Castles*. The screen image is so bright and sharp it almost looks 3D. The game is



constantly entertaining with many unexpected hazards and opportunities in later waves. A bear's life may not be easy, but in this game it isn't half fun.

ive shields, target values and distance from targets.

Sound effects are spectacular and make use of music from the film as well as spoken messages of instruction and encouragement from Luke Skywalker and Obi Wan Kenobi himself.

It is interesting to compare *Starwars* with a video disc game such as *Astron Belt*. Both games come in cockpit versions and are about dealing with hostile aliens from space. Whilte *Astron Belt* uses real film combined with computer generated images, *Starwars* sticks to straightforward, very high quality computer graphics. Which system is more effective is entirely a matter of personal choice, but in terms of excitement and entertainment value, *Starwars* is difficult to beat. □

STARWARS by Atari

Based on the film, *Starwars* puts the player in the seat of Luke Skywalker's X-wing fighter as he challenges the might of the Galactic Empire.

Before starting the game the player can choose from three levels of difficulty. The first challenge comes from the Empire fighters as the player flies towards the Death Star itself. Having successfully dealt with the fighters the player then sees the Death Star loom into view and begins the descent to the surface. Here is is confronted by a battery of laser cannons and bunkers which must be destroyed. After manouvering through this heavily armed area, the player begins his attack run with the aim of destroying the Death Star by firing one shot into a tiny exhaust port into which the proton torpedo must be fired. If his aim is good, he is hurled back into space before the final explosion. At all times the top of the screen carries vital information concerning defens-

TOP 20 videoGames

As monitored by *TV Gamer* readers

1	RIVER RAID (Activision)
2	ZAXXON (CBS/Datasoft)
3	TURBO (CBS)
4	DONKEY KONG (CBS/Atari)
5	RAIDERS OF THE LOST ARK (Atari)
6	BURGER TIME (Mattel)
7	PITFALL (Activision)
8	PHOENIX (Atari)
9	FROGGER (Parker/Starpath)
10	COSMIC AVENGER (CBS)
11	VANGUARD (Atari)
12	LADYBUG (CBS)
13	ENDURO (Activision)
14	DONKEY KONG JR (CBS)
15	POLE POSITION (Atari)
16	DEFENDER (Atari)
17	Q*BERT (Parker)
18	CENTIPEDE (Atari)
19	POPEYE (Parker)
20	PAC-MAN (Atari)

...and the TOP 10 arcade games

1	POLE POSITION (Atari/Namco)	6	DEFENDER (Williams)
2	ZAXXON (Sega)	7	PHOENIX (Centuri)
3	SCRAMBLE (Konami)	8	BUCK ROGERS (Sega)
4	DONKEY KONG (Nintendo)	9	POPEYE (Atari)
5	STAR WARS (Atari)	10	GORF (Bally/Midway)

TOP GAMES OF THE MONTH

You are invited to vote for your favourite Video game (for VCS, Vectrex, Coleco, Intellivision, Philips etc), your favourite Computer game (for BBC, Spectrum, ZX81, Oric, Atari 400/600/800, TI-99, VIC 20, Dragon, Commodore 64 etc.) and your favourite Arcade game. But remember to vote only for those games that you own, have rented or have played a great deal.

To register your vote, fill in the reply paid card on this page. One lucky voter will receive a free year's subscription to *TV Gamer* (decided by draw). If the winner is already a subscriber, the free subscription will begin when the present one ends.

the Sinclair computers

This month Darrin Williamson looks at the range of Sinclair computers as potential games-playing machines.

Without a doubt, one computer company has made a significant contribution to the current trend towards family priced microcomputers – Sinclair. All of Sinclair's micros have, until now, been used as games machines right from the start four years ago, with the launch of the Sinclair ZX80.

No one would disagree that ZX80 games, by today's high-tech standards are crude, in both graphic definition and speed. The programmer, too, found the ZX80 a bit of a pain to use too, with the small memory and the absence of room for expansion. The keyboard was not a sculptured typewriter-type, but a flat plastic layer which had a series of sensors underneath, that theoretically would sense your every touch. In practice you have to apply a fair bit of pressure in order to get any response out of it, which is very infuriating during a game, especially one with more than about four controls. Once the player outgrows the user guide, he virtually

SPECTRUM

GAME INPUT

KEYBOARD - Membrane, rubber keys, 40 keys.
CASSETTE - Yes.
CARTRIDGE - Yes with ZX interface 2 £19.95
DISC - No but ZX microdrives available.
TELESOFTWARE COMPATABLE - Yes through micronet 800.

TECHNICAL INFO

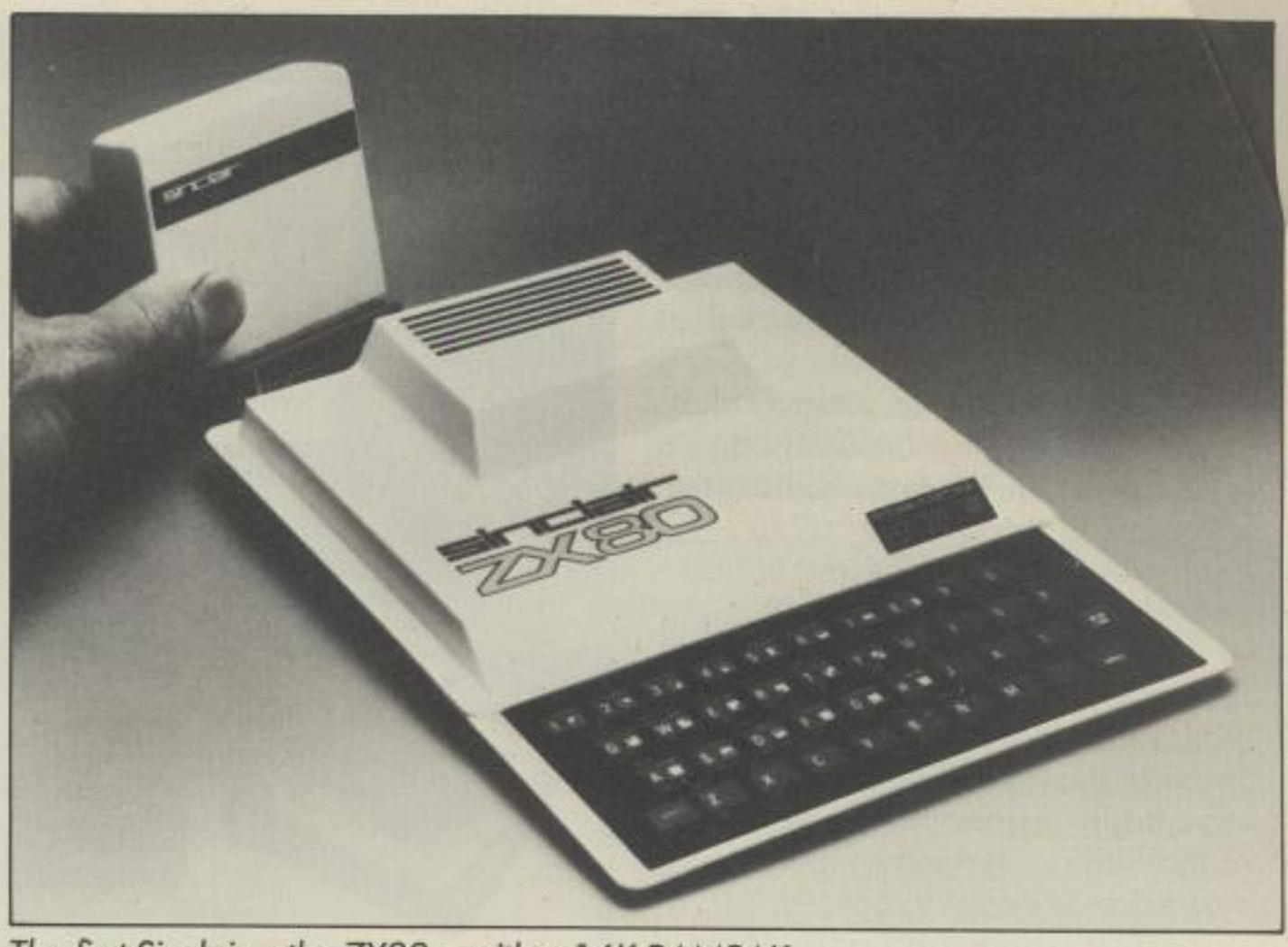
MEMORY - 16/48K RAM (depending on which model bought)
CPU - Z80A Clock speed 3.5 MHz.
GRAPHICS - 256 x 192 (8 colour) text display 32 columns x 24 lines 8 colours (all displayable at once)
SOUND - 1 Channel 10 octaves.
INPUT/OUTPUT - TV output, tape sockets, expansion interface.

has to think about a new computer. However, the ZX80, the first computer for under £100, was a major breakthrough that made many of the other manufacturers rather nervous. ZX80s are now dirt cheap, in fact they're virtually given away due to the slow speed of the built-in BASIC and the small amount of RAM (less than 1K). In short, this system is definitely no longer a good purchase for the gamer. The games are very primitive and could soon become boring. About the only thing ZX80s are seriously used for is in Micromouse competitions (where the computer is put on wheels and taught to find its way to the centre of a maze in the shortest possible time). ZX80s are good for this as a Micromouse doesn't need much memory to program and ZX80s are cheap.

It came as no surprise that the public soon outgrew the ZX80 and were looking for something a bit meatier. They didn't have to wait long. March the following year saw the launch of the successor of the ZX80, the ZX81, which gave the new breed of computer user more power to his fingers. Literally thousands of games were produced for it, giving the gamer a wide range of software to choose from. ZX81s currently sell for £39.95, which gives a very good introduction to programming and some reasonable games. It also has a lot more potential than possibly even the original designers thought. Before long there were third party memory modules, colour and sound modules, graphic enhancers, you name it, someone was making it for the ZX81. This only made it even more popular not only for games but also as an inexpensive start to more serious computing.

The big drawback is the tiny memory (an unexpanded ZX81 only has 1K of internal RAM, which needs to be expanded with the 16K RAMPACK). Again, the keyboard is a thump-sensitive job – only this time each key has at least three functions, making it tricky for someone who's used to using a conventional keyboard.

Graphics and sound, two of the gamer's key elements, also hinder this micro's games potential. Although some of the games, particularly the maze games, are quite reasonable even by today's standards, the graphics are black-and-white and a bit chunky and there is no sound. Also software may be a



The first Sinclair – the ZX80 – with a 16K RAMPAK.

Sinclair computer Mark II – the ZX81.

The Spectrum, arguably Britain's most popular games computer.

The Sinclair computers

Continued from page 21

little tricky to get hold of as many of the software houses have stopped producing for it.

The ZX81's successor, launched in April of 1982, no, not the ZX82 but the ZX Spectrum, the first of Sinclair's computers to incorporate colour, high resolution graphics and sound (produced via a small speaker within the computer, not an amazing solution, but a solution all the same).

At last there was a low-priced computer that had the potential for high-quality games software. It was this that was to make the Spectrum as popular as it is with games. Currently the Spectrum costs about £130 for the 48K model, which is pretty good value. It also has a better keyboard than either of its predecessors, however, it's by no means brilliant. Little rubber keys have been put on top of a membrane keyboard making it squash-sensitive. They have still stuck to multi-function keys, this time each key having up to five functions. It goes without saying that the ZX Spectrum is one of the most popular games micros to date and over half a million have been sold in the UK alone. Part of the reason for this must be the wealth of games software that is available. However, it must also be the quality of the software, which, on the whole is very good. The Spectrum is the first of Sinclair's computers to accommodate both joy-sticks and ROM software (cartridges), thanks to the ZX Interface 2, launched last September. A small number of carts have appeared and more have been promised for the future – including some from third party manufacturers (Parker said they might!).

THE GAMES

There is a great variety of Spectrum games software around and in good supply. All the big manufacturers of software make at least a few games to fit the Spectrum. These include Thorn EMI, Virgin, K-Tel, Bug Byte, Imagine etc, etc. Some of the older home games manufacturers are also producing Spectrum games. Parker Video have said that they will be bringing out some of their hits such as *Frogger* and *Star Wars*. Atarisoft are bringing out games

Above: Scrabble can be used to replace the conventional board and tiles and the Spectrum can take the place of one or more players.

Left: Fast input is achieved using the Microdrive.

Below: Games and peripherals – the Spectrum with its hard-copy printer, and the ZX81 with a 16K RAMPAK. Also pictured are three of the thousands of games available.

like *Pac-Man* and *Pole Position*, which we are told will be better than the Atari Home Computer cartridge. We shall see. Many of the other third party games makers in the dedicated-games field may well start to make games for the future. Most of the software is of a reasonable standard, particularly those from the better-known companies. As a rule, if you're offered a game which you're not sure about, try to play on it first if we at *TV Gamer* haven't reviewed it yet.

Not surprisingly the Sinclair ZX80 is a dead duck (unless you're offered one at a 100 percent discount). The ZX81 is by no means dead, but is certainly in intensive care. However, the Spectrum still provides the gamer with a wide selection of quality games software with titles to suit most tastes. Compared to the Atari 600XL (which we reviewed in the last issue) the Spectrum comes off slightly worse software and keyboard-wise, although the software will improve drastically as the big games manufacturers like Atari produces the official versions of the games that have been ripped-off in the past like Pac-Man. In short, perhaps not quite as good as a 600XL but then it's not quite as expensive, so you are getting value for money.

The Sinclair QL-One jump ahead?

TV Gamer were at the launch of Sir Clive Sinclair's latest computer marvel the Sinclair QL which continues to follow in the tradition of all the other Sinclair micros in giving the user more for less.

As you can see the QL (which stands for Quantum Leap), looks more stylish than its predecessors. It has a proper 65 key QWERTY keyboard (with no more than 3 functions to a key) and it is the first Sinclair computer to have a proper spacebar.

QL is also quite small (47cm wide, 14cm long and just under 5cm deep). However, don't let size deceive, the QL is the most powerful micro to date (which will retail for the same price as a BBC model B), with its built-in starting memory of 128K which will be expandable to an incredible 640K (or over half a Megabyte), thanks to a plug-in 500K RAMPACK which will soon be available.

QL has two built-in Microdrives which are faster than tape (average access time 3.5 seconds) which can store up to 100K per microwafer. On the back of the micro there is a cartridge slot which will take 32K QL ROMS. In addition to that there is also a printer interface, two joystick ports (Atari type) monitor/TV ports, additional Microdrive ports, Local Area Network interface (LAN) and a few other little sockets that as yet have no single particular use.

A 0.5 Megabyte RAMPACK makes the QL a formidable machine.

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SINCLAIR QL

GAME INPUT
KEYBOARD - Full stroke, Elan
type, 65 keys.
CASSETTE - No.
CARTRIDGE - Yes, Max 32K ROM.
DISC - No, but does have 2
built-in microdrives.
TELESOFTWARE COMPATIBLE - Not
known.
TECHNICAL INFO
MEMORY - 128K RAM+ 32K
built-in operating system ROM.
CPU - Motorola 6008, 7.5 MHz.
GRAPHICS - 512 x 250 (4
Colour) 256 x 256 (8 Colour)
Max text display 40 columns x
60 lines.
SOUND - Not known.
INPUT/OUTPUT - TV/Monitor,
Joystick posts, cartridge
slot, microdrive expansion.
Local Area Network (LAN),
Serial printer interface.
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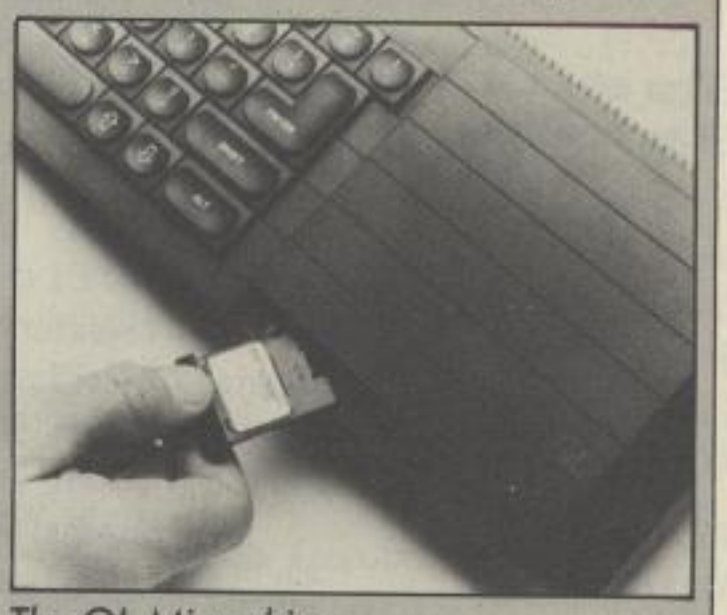
Thanks to the QL's specially developed processor, the MOTOROLA MC68000, more than one programe can be running at once which is quite something. There is an unlimited number of screen graphics windows available, too. These could be great for *Star Raiders* types games. Talking of graphics, the QL has two graphics



The QL Microdrive.

modes: 512 x 256 pixels (with four colours on-screen), or 256 x 256 pixels (with eight colours on-screen).

QL comes with four programs, all of which are business utilities: *QL Quill* – a word processor, *QL Abacus* – a mathematical spreadsheet, *QL Archive* – a database and *QL Easel* a graphics package. This all leaves the gamer out in the cold a little, despite the tremendous games potential. Sinclair don't see the QL as a games machine just yet, but surely all the software houses cannot ignore the incredible potential of the QL. After all, even small-businessmen like to play games and if they don't, then the small businessmen's children do. Only time will tell. But one thing's for sure, if and when we see games software for this remarkable micro, *TV Gamer* will let you now about it. □

Sinclair games available

The Sinclair computers

This is a list of games available for the ZX81 and the Spectrum. Games are listed by manufacturer in the following order:

TITLE
TYPE OF GAME
A Adventure
AG Fully graphic Adventure
AT Mainly text Adventure
C Combat
CL Climbing
D Driving
M Maze
SF Sci Fi
SIM Simulation
SK Skill
SP Sport
HARDWARE
16S 16K Spectrum
PRICE
Recommended or usual retail price
* Approx. price

Spectrum Games

A & F Software

Chuckie Egg (CL)	£6.90
Crazy Balloons (SK)	£5.75
Dashing Doggie (SK)	£6.90
Jungle Fever (SK)	£6.90
Kamakazi (C)	£6.90

Abbex

Krakatoa (A)	£5.95

Abersoft

Adventure 1 (A)	£6.95
Mazeman (M/16S)	£4.95
Wizards Warriors (SK)	£5.95

Abrasco

Pool (SP)	£6.95

Acme

Practically Impossible (A/16S)	£5.00

Addictive Games

Football Manager (SIM)	£6.95

Adventure International

Adventureland	£8.65
Pirate's Adventure	£8.65
Secret Mission	£8.65
Voodoo Castle	£8.65

Alien

Ulitmate Crossword (SK)	

ANIK

Califonia Gold Rush (SK)	£7.95
Yahtcee (SK)	£5.50

Anirog Software

Galactic Abductors (SF/16S)	£5.95
Kong (CL	£5.95
Missile Defence (SF/16S)	£5.95
Slapdab (SK/16S)	£5.95
Tiny Tots 7 (SK/16S)	£4.95

Applications

Dennis Thru Drinking Glass (A)	£5.50

Apocalypse

Galactic Jailbreak (16S)	£4.95

Arcade Software

Bubble Trouble (SK)	£5.50
Detective (A)	£5.50
Grid Run and Pontoon (SK)	£5.50
Last Sunset for Lattica (SF)	£5.50
Raiders of the Cursed Mine	£5.50

Artic Computing

Adventure (A/16S)	£6.95
Bear Bovver	£6.95
Chess (SK)	£8.45
Cosmic Debris (SF)	£4.95
Dimension Destructors (SF)	£5.95
Earth Defence (SF/16S)	£4.95
Espionage Island	£6.95
Frog 5/ Showdown (SK/16S)	£4.95
Galaxians (SF/16S)	£4.95
Gobbleman (M/16S)	£4.95
Golden Apples	£6.95
Inca Curse (A)	£6.95
Invaders (SF/16S)	£4.95
Invasion Force (SF/16S)	£4.95
I'm in Shock (SK/16S)	£4.95
Jigsaw (SK)	£5.95
Krakit (16S)	£7.95
Micro Chess (16S)	£6.95
Millimon (SF/16S)	£4.95
Planet of Death (16S)	£6.95
Reflections (SF)	£5.95
Reversi (SK/16S)	£5.95
Road Racers (D/16S)	£4.95
Santa (16S)	£5.95
Ship of Doom (A)	£6.95
Snake (16S)	£4.95
Snooker (SP/16S)	£5.95
Spec Chess 1/2 (SP)	£9.95
Spec Voice Chess (SK)	£9.95
Spectrapode (16S)	£4.95
St Andrews Golf (SIM)	£5.95
Star Web	£6.95
3D Combat Zone (C)	£5.95
3D Dimension Destructors	£5.95
3D Quadracube (16S)	£4.95

Asp

Bismark (C/16S)	£6.50
Demon Knight (SK)	£6.50
Detective (A)	£6.50
Invasion (SF)	£6.50
Planetfall (SF)	£11.45
Stockmarket (SIM/16S)	£6.50
The Valley (A)	£11.95

Atarisoft

Enduro (D)	*£14.95
Ms Pac-Man (M)	*£14.95
Pac-Man (M)	*£14.95
Pole Position (D)	*£14.95

Automata

Bunny & Eta (SK/16S)	£5.00
Go to Jail (SK)	£6.00
Groucho (A)	£8.00
Morris Meets the Bikers (SK/16S)	£6.00
Pi-Eyed	£6.00
Pi-Balled	£6.00
Pimania (Sk/16S)	£10.00

Bridgemaster

Bridgemaster Learning Package (SK)	£24.95

Beyond

Space Statin Zebra	£5.95

Bug-Byte

Aquarius (SF)	£5.95
Aspect	£6.96
Birds and the Bees (SK)	£5.95
Castle (A/16S)	£6.95
Cavern Fighter (SK)	£6.95
Cavern Fisher (SK)	£5.95
Cavern Runner (SK/16S)	£5.95
Cosmic Debris (SF)	£4.95
Galaxians (SF/16S)	£4.95
General Election (A)	£6.95
Manic Miner (CL)	£5.95
Pool (SP/16S)	£5.95
Spectral Invaders (SF/16S)	£5.00
Spectres (SF/16S)	£8.00
Styx (SF/16S)	£5.95

Bytewell

Hidden City	£5.95

Carnell

Adventures of St Bernard (A)	£5.75
Black Crystal (A)	£7.50
Crypt, The (A)	£4.95
Devil Rides In (A)	£5.95
Starforce One (SF)	£5.95
Volcanic Dungeon (A)	£5.00
Wrath of Magra (A)	£12.50

Cascade

Cassette 50	£9.95

Cases Computer Simulations

Abyss (A/16S)	
Airline (A/16S	£5.00
Autochef (SK/16S)	£5.00
Battle 1917	£6.00
Brewery	£6.00
British Lowland (A)	£6.00
Byte	£5.00
Camelot (A)	£5.00
Corncropper (16S)	£5.00
Dallas (16S)	£5.00
Games of Strategy (SK)	£5.00
Gangsters (A)	£6.00
Manage	£6.00
Plunder (A)	£6.00
Polaris (SK)	£6.00
Print Shop (SK)	£6.00
Smuggler	£6.00
Solitaire (SK)	£5.00

CDS

3D Painter (SK)	£5.95
Bosy Boa (SK/16S)	£5.95
Caterpillar (SK/16S)	£5.95
Gobble a Ghost (SK/16S)	£5.95
Gobble a Shoot (SK)	£5.95
Jaws Revenge (16S)	£5.95
Leapfrog (SK/16S)	£5.95
Magic Meanies (SF/16S)	£5.95
Othello (16S)	£5.95
Pool (SP/16S)	£5.95
Reversi (SK/16S)	£5.95
Spectrum Safari (SK)	£5.95
Time Bomb (SF/16S)	£5.95
Winged Warlords (SF/16S)	£5.95

Chalksoft

Note Invaders	£8.04
Pirate	£8.04
Puncman 1/2	£8.04
Puncman 3/4	£8.04
Spanish Gold	£6.95

Computer Rentals

Alien Maze, The (SF)	£5.95

Spectrum Games

Caveman (SF/16S) £4.95
Derby Day (SP/16S) £5.95
Galactic Patrol (SF/16S) £5.95
Grand National (SIM) £5.95
Handicap Golf (SP) £5.95
Jackpot (SK) £4.95
3D Desert Patrol (C/16S) £4.95
Zaraks (SF/16S) £4.95

CP Software

Backgammon (SK) £5.95
Bridge Player (SK) £8.95
Bridge Tutor 1 & 2 (SK) £5.95
Colossal Caves (A) £6.95
Draughts (SK) £5.95
Floating Pt. Forth £13.95
Golfing World (SP) £5.95
Pinball Wizard (SK/16S) £5.95
Snail Logo £9.95
Superchess (SK) £7.95
Superchess (16S/SK) £4.95
Superchess III SK/16S) £8.95
Supercode (SK/16S) £9.95

Crystal Computing

Bug Blaster (SK/16S) £5.50
Cosmic Guerilla (SF/16S) £5.50
Cyber Zone (SK) £5.50
Dungeon Master (A)
Halls of the Things (A) £6.50
Invasion of the Body Snatchers (A) £6.50
Rommel's Revenge (C) £6.50
The Island (A) £7.50

C.R.L.

3D Desert Patrol (16S) £4.95
Alien Maze £5.95
Cavemaan (16S) £4.95
Crawler (16S) £4.95
Derby Day £5.95
Fifth £9.95
Galactic Patrol (16S) £5.95
Handicap Golf (SP) £6.95
Incredible Adventure (A) £5.95
Jackpot £4.95
Lunar Rescue (16S) £4.95
Omega Run, The £5.95
Rescue (A) £5.95
Test Match (SP) £5.95
Woods of Winter (A) £6.95
Zaraks £5.95
Glug Glug £5.95

Digital Fantasia

Arrow of Death Part I £9.95
Arrow of Death Part II £9.95
Circus £9.95
Escape from Pulsar 7 £9.95
Feasibility Experiment £9.95
Golden Baton (SK) £9.95
Perseus and Andrmeda £9.95
Ten Little Indians £9,95
Time Machine £9.95
Wizard of Akryz £9.95

Digital Integration

Fighter Pilot (C) £7.95
Night Gunner (C) £6.95

DJL Software

Froggy (SK/16S) £4.95

DK'Tronics

Apple Jam (SK/16S) £5.95
Centibug (SK/16S) £4.95
Dictator (SK) £4.95
Fruit Machine (SK) £4.95
Galactians (SF/16S) £5.95
Gold Mine (CL/16S) £4.95
Golf (SP/16S) £4.95
Hard Cheese (SK/16S) £4.95
Invaders (SF/16S) £4.95
Jawz (SK/16S) £4.95
Jumbly (SK) £6.95
Maziacs (SK) £6.95
Meteoroids (SF/16S) £4.95
Munch Man (M/16S) £4.95
Road Toad (16S) £4.95
Slicker Puzzle (SK/16S) £6.95
Spawn of Evil (SK/16S) £4.95
Speed Duel (D) £5.95
Star Trek 3000 (SF) £4.95
3D Spawn of Evil (16S) £4.95
3D Tanx (C/16S) £4.95
Tramix (SF/16S) £4.95
Trom (SF/16S) £5.95
2003-A Space Oddity (SF) £4.95

Doric

Oracle's Cave £7.95

Durel Software

Chicken (SK) £5.50
Harrier Attack (C/16S) £5.50
Jungle Trouble (CL/16S) £5.50
Scuba Dive (SP) £5.95

Elephant Software

Jerico 2/ Farmer Horace (SK) £5.95
Paragram (SK/16S) £5.50
Ringo (16S) £5.00
Vanquisher (SF £5.20

Fantasy

Doomsday Castle (SK) £6.50
The Pyramid (SK) £5.50

Games Machine

Barreldrop (CL) £5.95
Skull £6.95

Gem Software

Oh Mummy (SK/16S) £4.95
Sub Chase (C/16S) £4.95

Gilsoft

The Quil (SK) £9.95

Heinemann

Ballooning (SP) £9.17
Special Agent £9.17
Car Journey £9.17

Hewson Consultants

3D Lunar Attack (C) £7.95
3D Seiddab Attack (C/16S) £5.95
3D Space Wars (C/16S) £5.95
Backgammon (SK/16S) £5.95
Diuthum Lift (SK/16S) £5.95
Fantasia Diamond (A6) £6.95
Heathrow Air Traffic Control (SIM/16S) £7.95
Maze Chase (M/16S) £4.95
Night Driver (SK) £5.95
Niteflite 2 (SIM) £7.95
Quest Adventure (A) £5.95
Spectral Panic (SF/16S) £5.95
3D Space Wars (SF/16S) £5.95

Imagine Software

Ah Diddums (SK/16S) £5.50
Alchemist (A6) £5.50
Arcadia (SK) £5.50
Bandersnatch £5.50
Jumping Jack £5.50
Molar Maul (SK/16S) £5.50
Schizoids (16S) £5.50
Stonkers (C) £5.50
Zzoom (SF) £5.50
Zip Zap £5.50

Impact Software

Destroyer (C/16S) £6.50
Games Pack (SK/16S) £6.50
Monster Mines (SK) £5.75
Orb (A) £5.00
Quest, The (A) £5.00
Startrek (SF/16S) £5.00
ZX Trek £6.50
3D Maze £5.00

IMS Software

Slither (SK/16S) £5.50
The Trap (A) £6.95

Incentive Software

Mountains of Ket (A) £5.50
1984 (A) £5.50
Splat! (SK) £5.50

Interceptor

Cuddly Cubert £6.95

Interstella

Defenda £5.95

Joe The Lion

Bimbo £

K-Tel

Alien Swarm/ Arena (SK/16S) £6.95
Castle Colditz/Battle of the Toothpaste Tubes (SK) £6.95
It's Only Rock & Roll/ Tomb of Dracula (AT) £6.95

Legend

Valhalla (AT) £14.95

Level 9

Adventure Quest (A) £9.90
Colossal Adventure (A) £9.90
Dungeon Adventure (A) £9.90
Lords of Time (A) £9.90
Snowball (A) £9.90

Lyversoft

Golf (SP) £5.95
Lunar Rescue (SF) £5.95
Liberator (SF/16S) £5.95

Llamasoft

Headbanger (SK) £4.00
Superdeflex (SK) £4.95

Longman Group

ABC Liftoff (16S) £7.95
Countabout (16S) £7.95
Famous Blast Words (SK) £7.95
Hot Dot Spotter (16S) £7.95
Lunar Letters (16S) £7.95
Margana (16S) £7.95
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Robot Runner £7.95
Volcano (A) £7.95

Lyndenhurst

Defusion (SF/16S) £5.50
Magic Worm (SK/16S) £4.95
Whirlwind (SK) £6.50

MC Lothlorien

Bedlam (SF/16S) £5.95
Beetlemania (SK/16S) £5.50
Confrontation (SF) £7.95
Dreadnoughts (SF) £5.95
Johnny Reb (C) £5.50
Micromouse Goes Debugging (SK) £5.95
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Redweed (SK) £5.50
Red Baron (C) £5.95
Roman Empire (A/16S) £5.50
Samurai Warrior (16S) £5.50
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Two Gun Turtle £5.95
Tyrants of Athens (A/16S) £5.50
Warlord (C) £5.50

Martech

Jungle Trouble £5.50
Scuba Dive £5.50

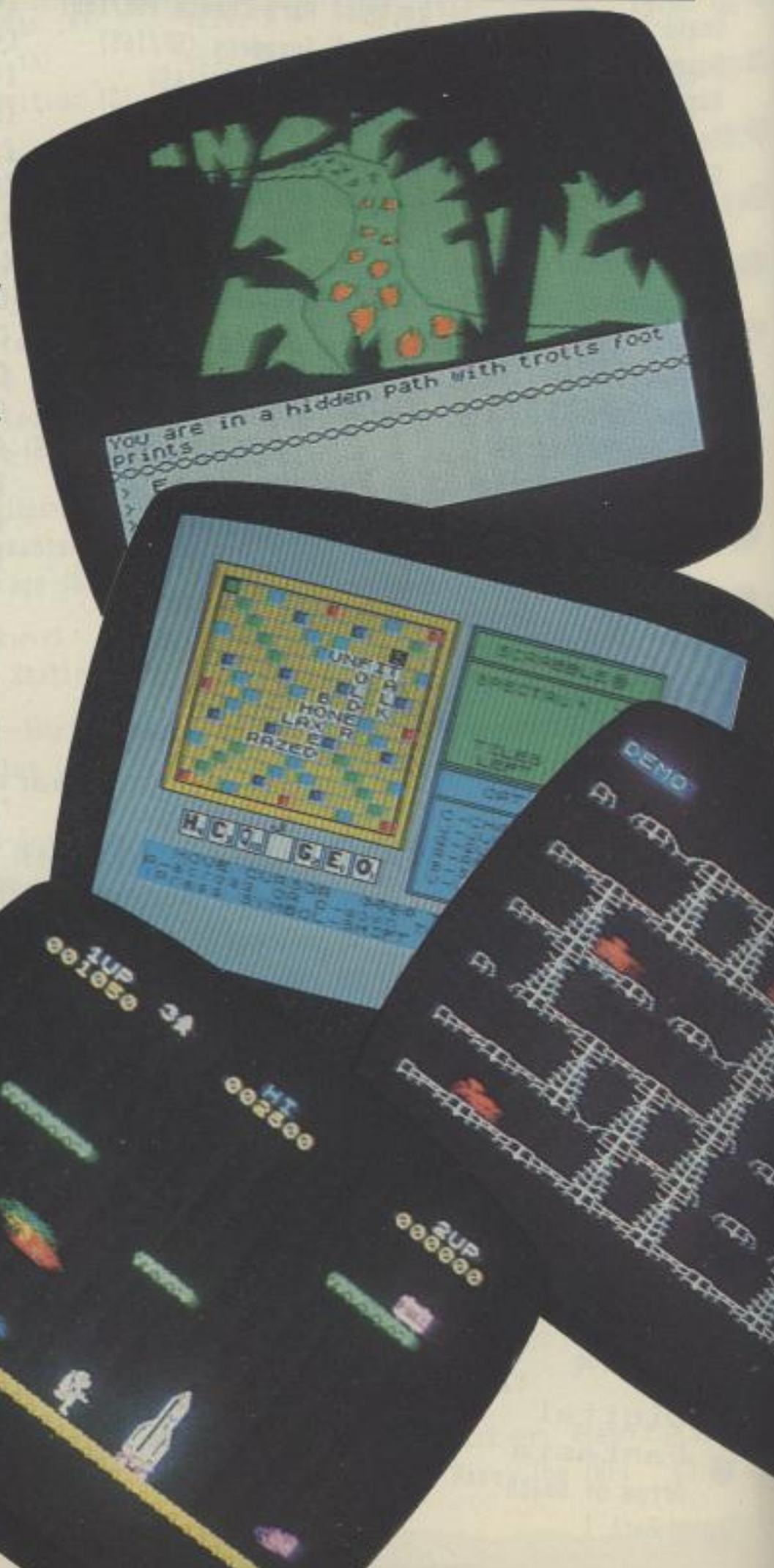
Cont/d on p. 58

PRIZE QUIZ

This month's competition is a toughie. Firstly, read in this issue of *TV Gamer* the articles about Sinclair computers and the listings of games available. Then you should be able to answer the ten Prize Quiz questions. Write the number of the page where the answer to each question is to be found on the cut-out form. For instance, if you think that the answer to question 1 is to be found on page 20, put a 20 in the space under box 1. Then complete the tie-breaker sentence in no more than 25 extra words, sending the completed form to: April Competition, *TV Gamer*, 187 Oxford Street, London W1R 1AJ.

This month's prize – Britain's most popular home computer: the *Sinclair ZX Spectrum* (48K version), plus all these important extras:

★ Two ZX Microdrives for fast access to your own programs or data.
★ An Interface 1 for connection to peripherals like the ZX Printer.
★ An Interface 2 to accept ROM cartridges and joysticks.
★ A ZX Printer for "hard" copies.
★ And these four remarkable Spectrum games: *Hobbit* (cassette), *Scrabble* (cassette), *Horace and the Spiders* (cassette) and *Jet Pac* (ROM cartridge).



WIN A SINCLAIR 48K SPECTRUM PLUS PERIPHERALS AND GAMES WORTH £400

The Questions

1. Where a mammal offers an amphibian
2. Where we talk of a very old pen, a very old calculator, a library, a paint stand and a very new machine
3. Where we mention a small mammal with a small brain
4. Where $\frac{M}{2}$ comes in a flock of male sheep
5. Where one may be enticed in prison
6. Where a two-foot high creature with furry feet and a liking for big breakfasts could be delivered upside down
7. Where a large mammal offers to tumble walls by trumpeting or to be agricultural
8. Where we learn that the Spectrum costs only £2.71 per K
9. Where the present is offered by an inducement
10. Where we find the last place to visit without a blood donor's card

COMPETITION RULES

1. All entries received by the closing date, 30th April, 1984, will be examined and correct entries will be judged by the Editor and a representative of Sinclair.

2. The prize will be awarded to the contestant with the correct solution but, in the event of a tie, to the contestant who completes the most apt tie-breaker line.

3. The prizewinner will be advised by post, and details will be published in a forthcoming issue of *TV Gamer*.

4. All entries must be made on forms cut from *TV Gamer*, and photocopies are not acceptable.

5. All prizes are to UK standards, and servicing cannot be guaranteed overseas.

6. The Editor's decision is final.

Prize Quiz entry form

Page numbers corresponding to the questions are as follows:

Question No.	1	2	3	4	5	6	7	8	9	10
Page No.										

"I think the most interesting feature of the Sinclair Spectrum is .....

.....

because .....

.....

Name .....

Address .....

.....

To April Competition, TV Gamer, 187 Oxford Street, London W1R 1AJ

Adventure Games

Look at your computer again and say "there's a whole new world in there" because, as Mike Lewis explains, this could be your chance to hobnob with hobbits and a wisecrack with wizards.

Adventures have long been a standard piece of computer games software alongside Startrek games which originated on the large mainframe computers in scientific institutions in the 1960s. They are now widely available on all forms of computer as well as the TV game consoles. There are several differences, however, between the type of adventure typified by the Mattel *Advanced Dungeons and Dragons* cartridge and the standard computer-based adventure game.

With the TV game, the action is purely graphical, the screen display representing the caverns and corridors to be moved through, and all

action being controlled by a joystick. There tends to be very little use of the keyboard (if there is one). This style of game is more related to the arcade style games than adventures – it tests joystick skill as you move a figure through the game, picking up treasures and fighting monsters.

The computer-based adventure game is an entirely different proposition. The standard format is a text-only adventure with no graphics involved. The figure in the adventure is controlled from the keyboard by typing in two word commands consisting of a verb and a noun. Examples include: "GO SOUTH", "GET LAMP", "LIGHT LAMP", etc. In this way you can move around the adventure manipulating the objects you find.

The themes behind computer adventure games are more varied as well, and adventures draw their plots from everything from the wild west, outer space or Dracula, to the fantasy settings of *Dungeons and Dragons*. The principle idea behind an adventure is not just to kill monsters and grab treasure but to solve puzzles and brain-teasers and to overcome problems before you can complete the game.

Dedicated adventurers stay up late into the morning trying just one more thing to get past the next door, or across the bridge, or whatever. They swap notes on adventures and problems. Just what is the cage for? How do you get the portcullis to go up? *TV Gamer's* club will welcome queries about adventure games and will try to answer them. So be sure to write to Darrin Williamson with your adventure problems. (See page 60 for the address.)

It is often a great comfort to know that there is a place you can turn to when you are tearing your hair out, and just need one little clue to help you complete the next part of the game. Adventure gaming can be very addictive and there is a wonderful sense of achievement when you finally complete a game and score the maximum number of points. It beats saving the galaxy again any day!

To understand how a computer adventure game is played, let's look at one in detail:

Adventures have been becoming more complex recently with full sentence input instead of just two words, graphics added to the games, and the introduction of independent characters to interact with in the game.

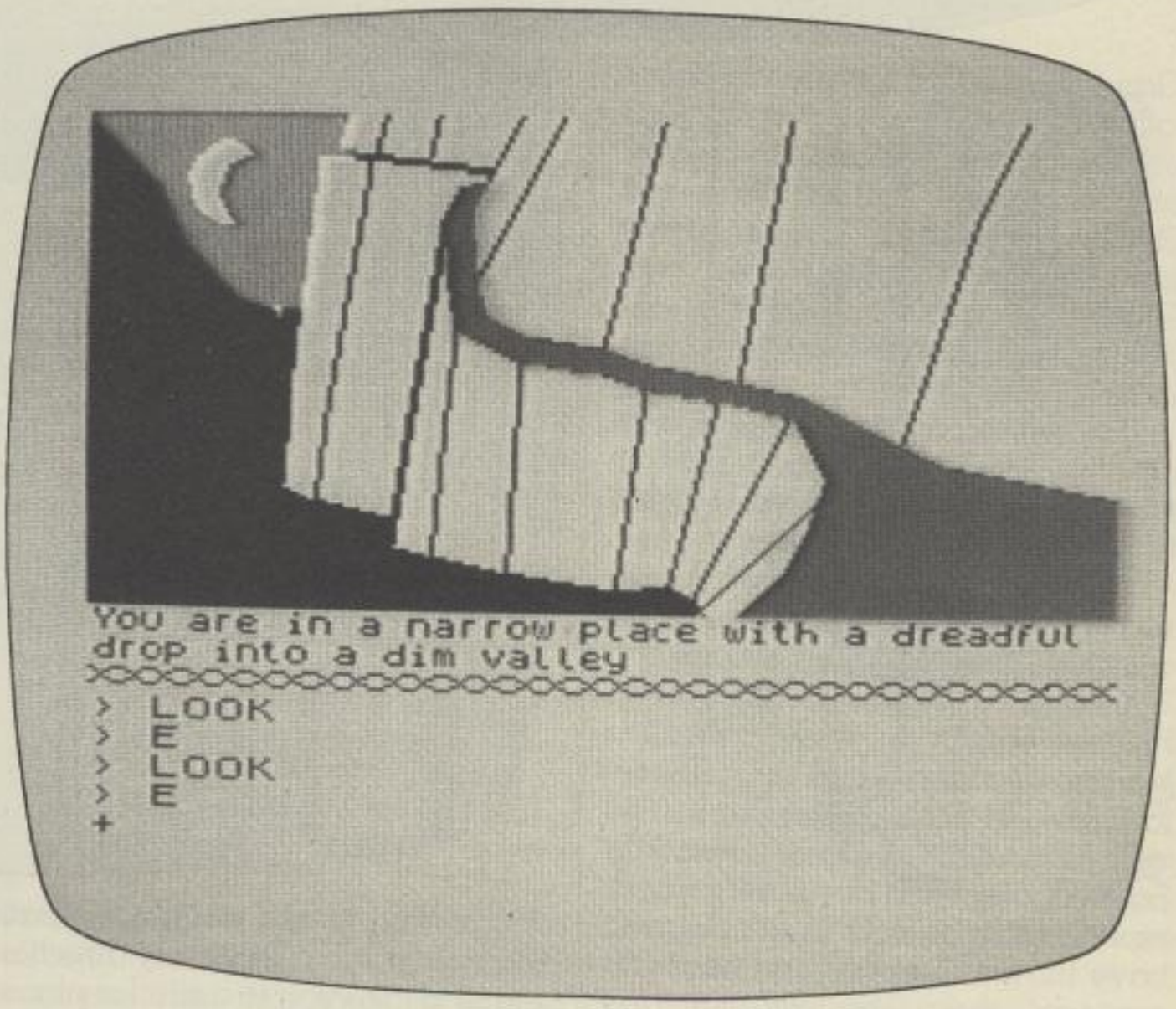
The first of these new games to offer all the new ideas is *The Hobbit* from Melbourne House – a game which has the distinction of being the first to be based directly on a book. The game was originally released on the Spectrum computer – an obvious choice for the first machine as Sinclair have recently sold the one millionth computer so there is a wide market for Spectrum games.

The first thing that strikes you about the game is the high resolution pictures that are scattered throughout the game. You are faced by a colourful title page while the main part of the program loads from cassette. This is then replaced by the picture of the first room. This is where the game begins.

In the adventure you take the part of Bilbo Baggins – The Hobbit himself – who has the central character of Tolkein's original book. To move from location to location and pick up and use the objects in the game, you type in sentences of commands in a language called Inglish. This is a very small subset of English which enables you to communicate with the computer in fairly complex sentences instead of two word commands. In fact it makes the game easier to play and far more enjoyable. For a novice adventurer, it is a big advantage to have the vocabulary of words that Inglish will accept listed in the instruction booklet that comes with the game. A lot of the frustration with adventure games is trying to find out just which variation on the verb "PUSH" the designer has decided to use for his game!

Apart from Bilbo there are several other characters in the game that are drawn from the book. These include Gandalf the wizard, Thorin the dwarf and Elrond the elf. These characters show a limited degree of independence in thought and action and they will carry on with their actions even without interference from you. In fact, it is quite possible to leave the game running and to just sit back and watch it play itself. After a short while the message "Time passes" will appear and Thorin might enter and tell you to hurry up – or Gandalf might enter to tell you that you are doing very well – if you're very lucky, Elrond might offer you some lunch! If left for long enough the game will change from daytime to night and vice versa. The passing of time does play a very big part in the adventure. While the constant repetition of the characters' phrases does pall after a while – they do add a lot of interest and uncertainty to the game.

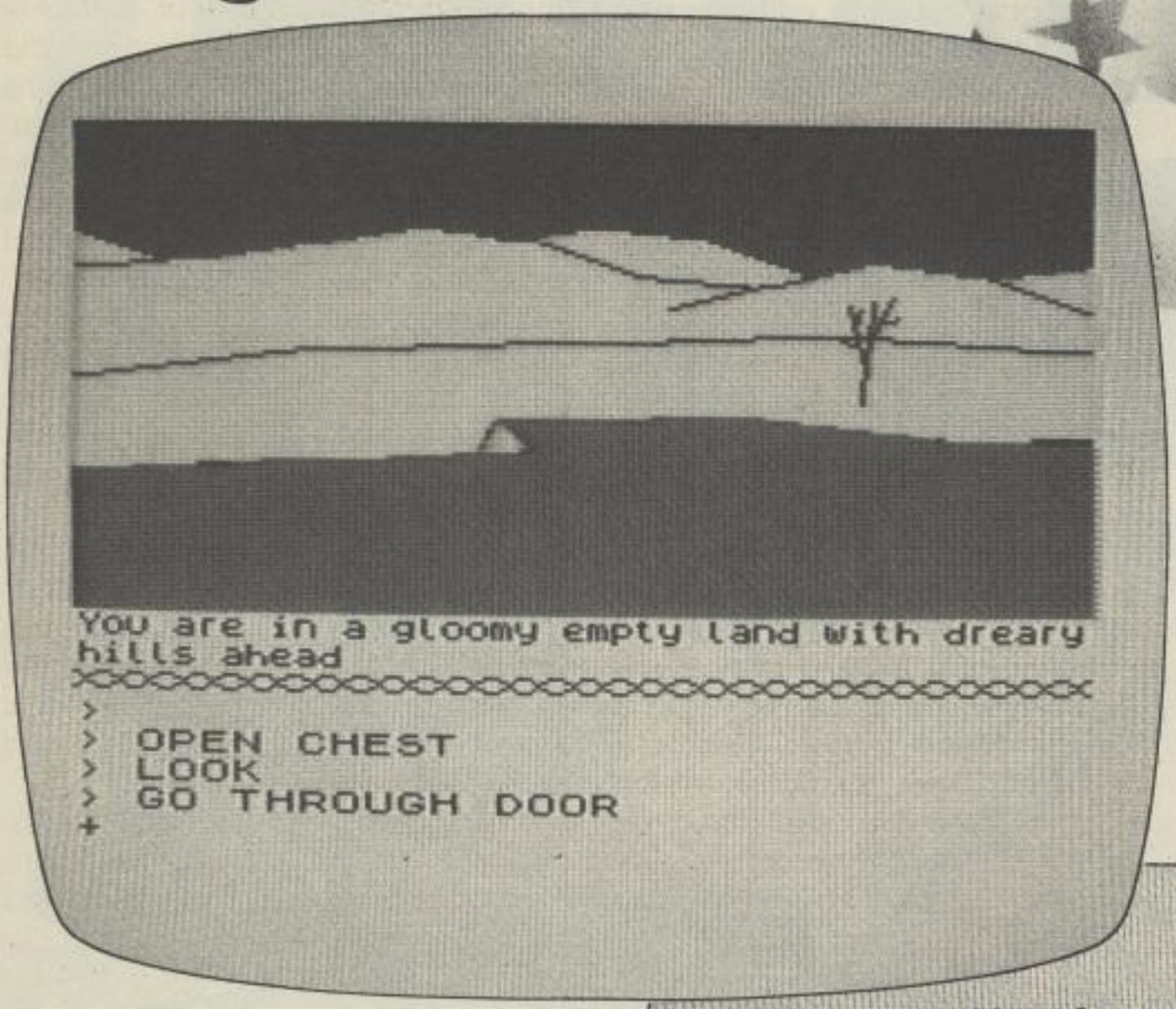
You start in Bilbo's home – a comfortable, tunnel-like hall. The picture shows a room with a door ahead and a chest on the floor. Gandalf and Thorin are here. Gandalf gives you a map and Thorin waits for you.



Examining the map reveals that it is written in an ancient script that you cannot read. The chest cannot be opened and so it seems best to head East. Opening the door lets

Adventure Games

Continued from page 29



Retracing your steps to the clearing and then heading East leads to Rivendell, you find Elrond who offers you lunch. Thorin tells you to hurry up. After eating lunch, it is time to be on you way, and East lie the Misty Mountains.

Walking South from here takes you Gandalf go East and you and Thorin follow him.

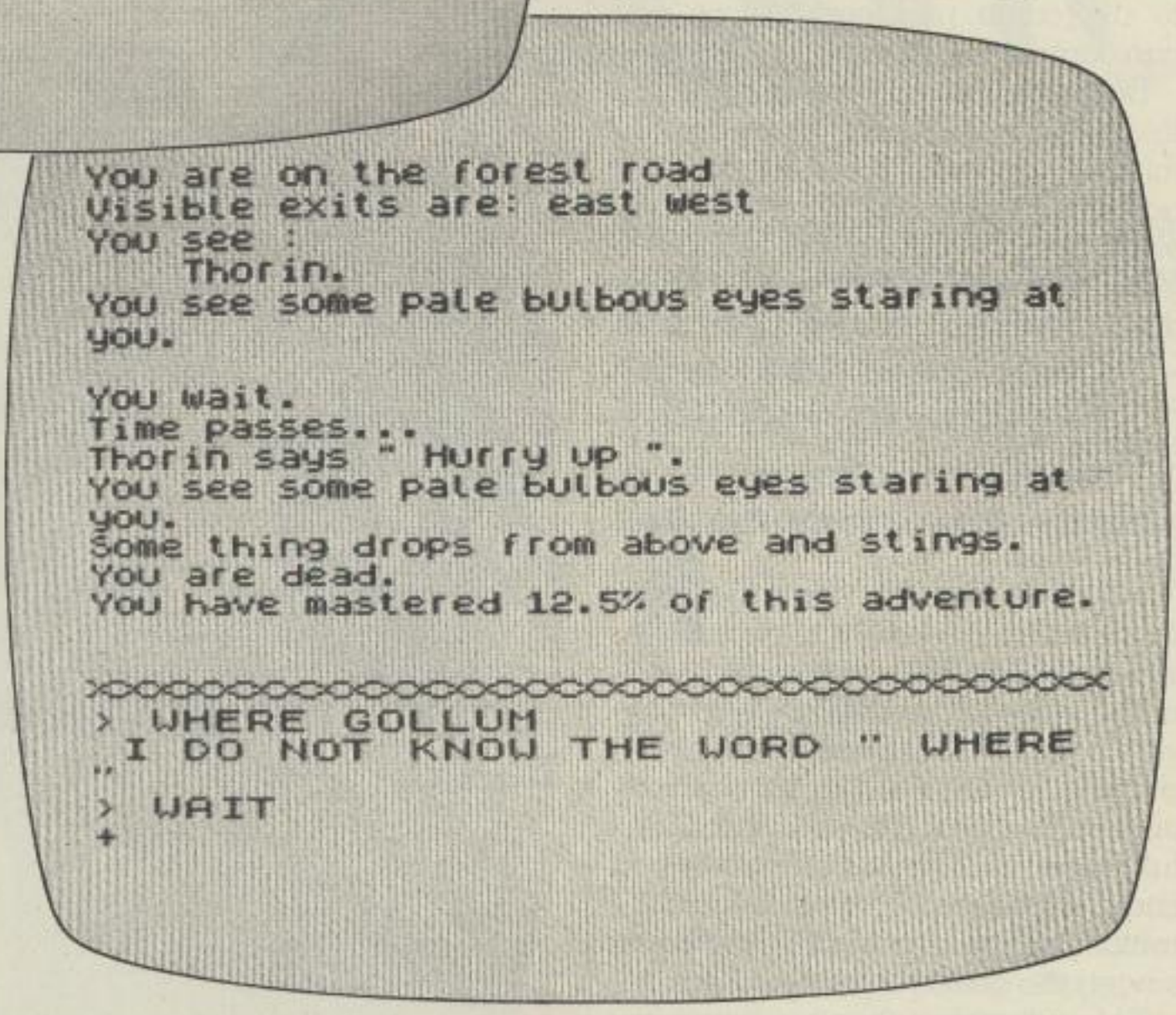
You enter the lonelands – a gloomy, empty land with dreary hills ahead. There seems to be nothing of interest here, so you continue East with Thorin. Ah, this is more like it – the Trolls' Clearing with two trolls awaiting you, and guarding a large key.

The two trolls discuss you with dazzling repartee: "Blimey, look at that, can yer eat 'em?" the hideous troll says.

"Yer can try, but he wouldn't make much above a mouthful," replies the other vicious troll.

You head North to discover a hidden path with trolls' footprints leading to a locked rock door. Thorin follows and says "Hurry up!" You wait here for the sun to rise. Heading South again when day has dawned, reveals that the trolls in the clearing have turned to stone, and now you can get their key without any difficulties.

With the key, the rock door is easily opened and reveals the trolls' cave beyond. This contains a rope and a short sword (though the picture shows an axe for some reason) which you take.


You are on the forest road
Visible exits are: east west
You see :
Thorin.
You see some pale bulbous eyes staring at you.
You wait.
Time passes...
Thorin says " Hurry up ".
You see some pale bulbous eyes staring at you.
Some thing drops from above and stings.
You are dead.
You have mastered 12.5% of this adventure.
> WHERE GOLLUM
I DO NOT KNOW THE WORD " WHERE "
> WAIT
+

onto a narrow and dangerous path and moving in almost any direction seems to take you to a similar place. You are now in the "Maze" as seasoned adventurers refer to such places. A maze in an adventure game is a series of locations which are all linked together in a complex way, and which all have very similar or identical descriptions. Perseverance shows you a way down to the Misty Valley and here you can pick up a golden key, which will, no doubt, be useful later. As you pick up the key, Thorin nags you to hurry up again. Moving up from the valley returns you to the maze at once.

As you wander about the mountains, you become desperate and type in "Help". "You are doing fine," comes the reply. Ha! That's what the program thinks. Finally, though, you can retrace your steps back to the Misty Mountains.

East from here takes you to a narrow place with a dreadul drop into a dim valley. Thorin follows you East and into Beorn's house. Pulling aside a curtain reveals a cupboard containing food – what a good idea – it pays to keep your strength up in these adventures! Thorin tells you to hurry up – all right, all right, you are going as fast as you can! North East from here takes you to the gateway to Mirkwood and faced with a choice of directions, as ever, you decide to continue East. Thorin plods along behind you on the forest road and you are both captured by a wood elf who is standing guard. A sudden change of scene and you are transported to the dark dungeons of the Elven King's halls.

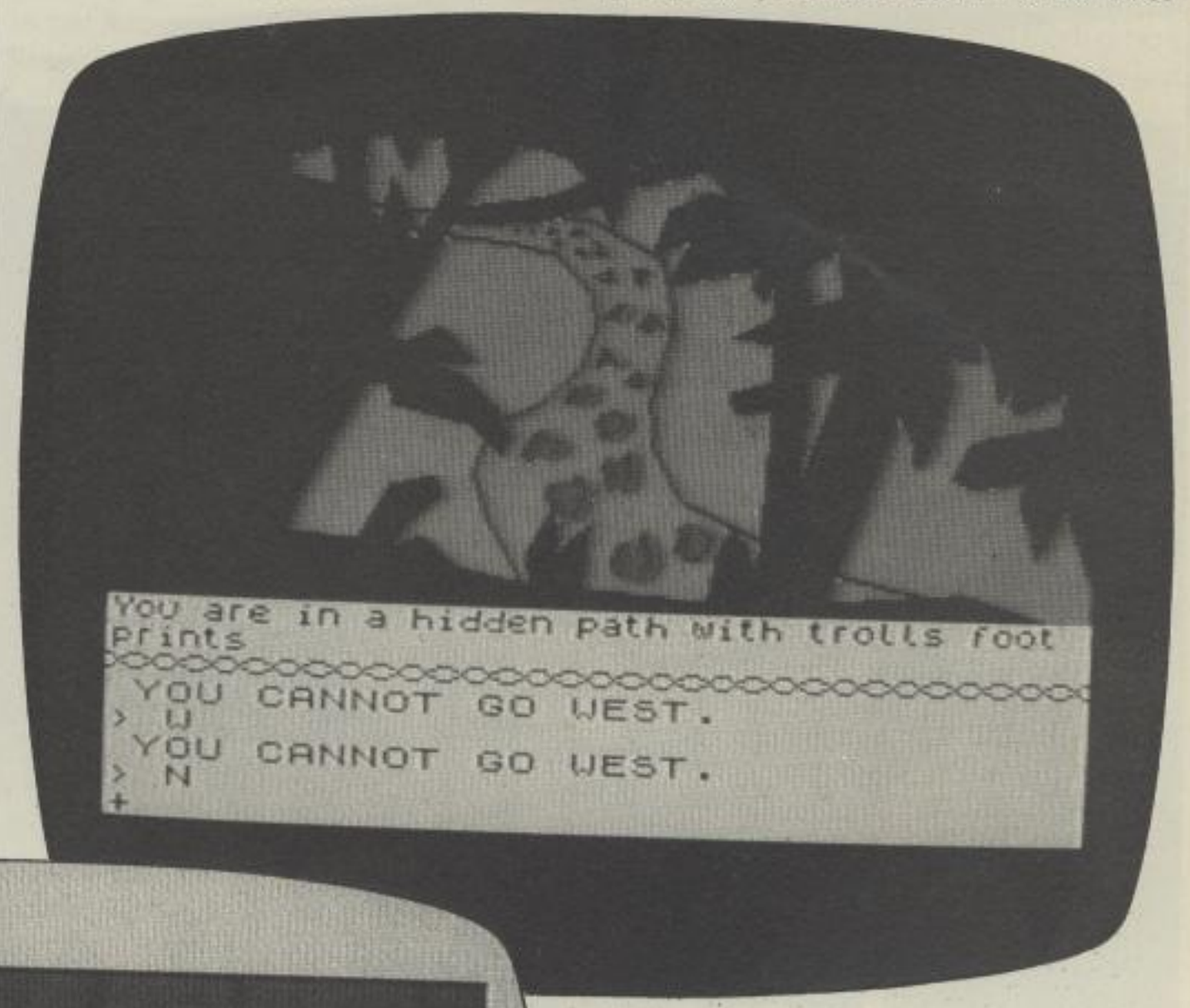
Someone closes and locks the red door to your cell with the red key. Escape seems impossible at the moment, so you sit and wait for rescue. Suddenly, a vicious warg appears. You attack him, but his defence is too strong for your attack – luckily the reverse is also true for the

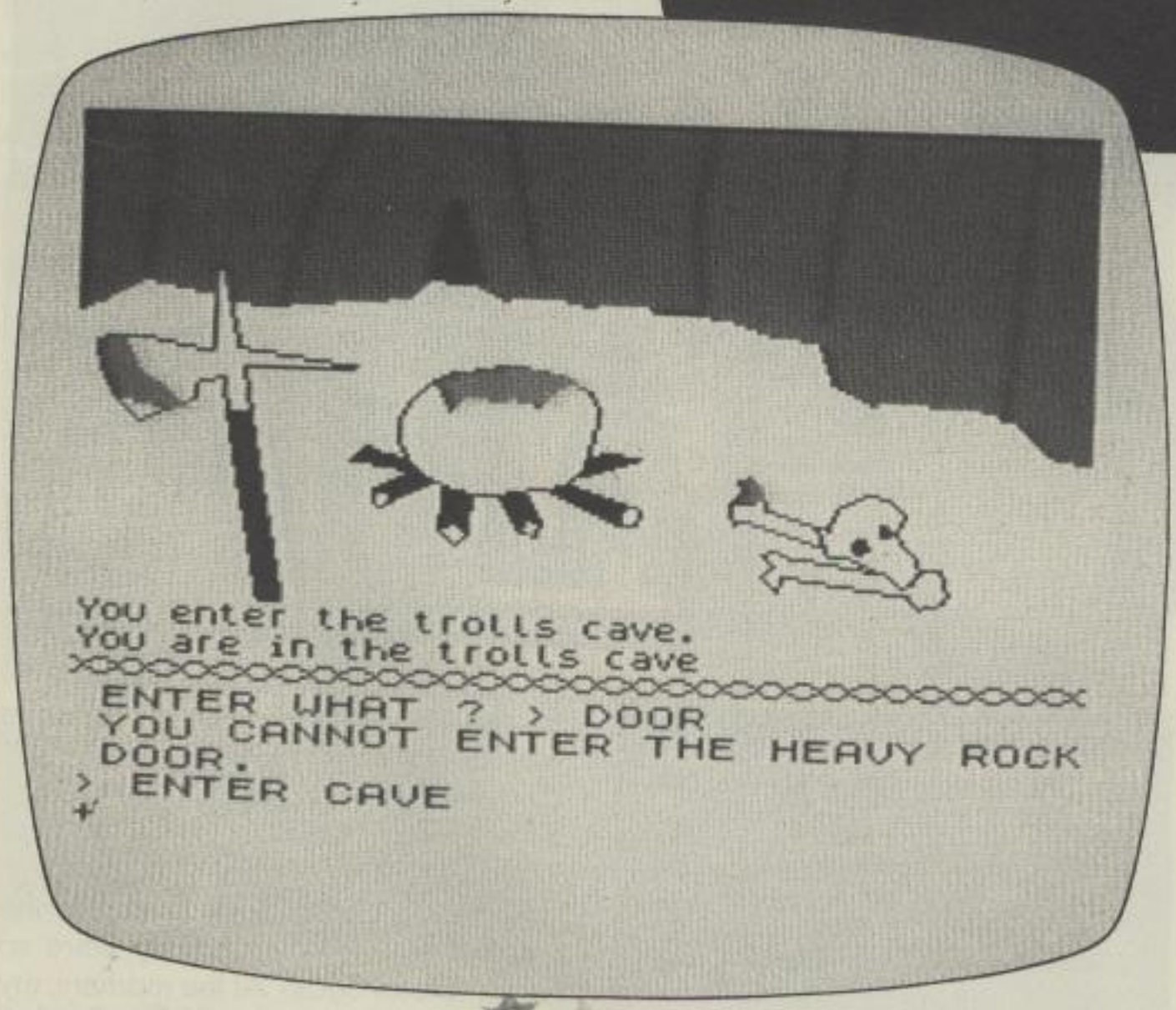
moment. Thorin enters, where did he get in? Never mind, you need help against the warg. "Attack the warg" you say to Thorin. With one well-aimed blow, Thorin cleaves the warg's skull in two. Pretty lucky Thorin just turning up like that.

Just then, someone unlocks the red door from outside. You open the door and go through. The screen clears and you are faced with a detailed picture of the wine cellar of the Elven King. Amongst the barrels there is a butler who is drinking wine.

To avoid him, you walk North but only find two doors that you cannot unlock. Returning to the cellar, you are spotted by the butler and returned to your cell behind the red door.

Waiting until the unknown person unlocks the red door again, you venture out into the wine cellar. The butler is still here, and he has just opened a large trapdoor. Perhaps it is a route of escape? Only one way to find out – you jump through it to avoid being recaptured. You fall into a fast flowing river and are swept along into a portcullis. You are killed. The final message then appears on the





screen: You have completed 12.5% of this adventure.

So, it is back to the start again to try something different this time. Where is Gollum and the ring? How do you get out of the wine cellar? Perhaps if you go South from Beorn's house ... Hmm ... Yes, you'll have to just try that now ...

If you have played computer adventure games before, you may well have to rethink your usual approach for *The Hobbit*. While in a traditional adventure the characters and events remain fixed from game to game, in this adventure the independence of the characters means that this isn't true. The characters also play a very important part in your ultimate quest of finishing the adventure and finding the dragon's treasure. Thus they must be treated carefully and with consideration – killing off Thorin because you get sick of him singing about gold will have dire consequences later in the game when you need his help.

The other important thing to remember about the game is the book that comes with it. The whole adventure is based on it after all! You should read this book through before and during playing the game. There are a lot of vital clues in the book to similar situations in the game. Besides, it is a very good book!! The knack to finishing adventures is to be patient, persistent and not to overlook any clue, no matter how small. Easy isn't it?

If you are interested in computer based adventures then *The Hobbit* would make a good introduction to the genre. The Spectrum is well served by adventures with games ranging from the classic text-only games through the graphics adventures similar to the TV game cartridges to the complex adventures like *The Hobbit*. [However, the BBC-B version of *The Hobbit* comes without a picture display (the Beeb hasn't quite so much memory), the version is playable if slightly less spectacular, we are told – Ed.]

Similar games to *The Hobbit* are now appearing, and Melbourne House have promised *Sherlock Holmes* – an adventure based on (ah, you guessed it!) the books about that famous detective. In it you take the part of Holmes and have to convince Watson and the stubborn inspector that your suspicions about crimes are in fact correct.

If you want to give the joystick hand a rest, and exercise your brain instead then try an adventure game.

The Hobbit is £14.95 from Melbourne House, and includes the tape, instruction booklet and a copy of *The Hobbit* by J.R.R. Tolkein.

THE CHAMPS

On the face of it, there couldn't be two kids more different: Andy, a tough young Londoner who flunked out from school despite an obsession with numbers that could have made him a latter-day Memory Man; Stuart, a studious Aberdonian, working hard for his O-levels and planning to stay on at school till he's 18. But they have this in common: winning the world championship, and having their attitude towards game-playing transformed by the Atari 800 computer that was their prize.

Of course, both still have a soft spot for the faithful VCS machine that took them to Munich and the top, but both commented on the superiority of the graphics on their new machines. And both admitted – almost shame-facedly in Stuart's case – that the 800 was claiming most of their time now, though Stuart practices regularly on his VCS to stay in shape for the 1984 championships.

Atari are planning their new world championships. Already possible world-beaters are exercising their firing fingers and preparing to topple the two reigning champions. To help you decide how you'd shape up against them, *Karl Dallas* has been talking to Stuart Murray (top right) and Andrew Brezezinski (top left), respectively the under-18 and over-18 world champions.

Says 19-year-old Andy : "Graphics are pretty important. They're not just the icing on the cake. With the less realistic games, you can't get so into them, and so I find I don't do as well. I couldn't believe the graphics on some of the games I saw in Munich, they were so good." Stuart adds: "At the moment, my favourite game on the 800 is *Donkey Kong* with *Star Raiders* and *Centipede* close behind. *Centipede*, of course, is the game they both won the championships on.

Andy began playing when he wandered into a Bristol arcade six years ago. He'd gone there to watch his Chelsea heroes play City away – he's followed the team for years, was once given a trial to join the team, and had created his own league tables logbook which he

calculated himself and kept for years.

"Anyway," he explains, "I played on the *Space Invaders* machine all day for 80p, and I was hooked. When I got back to London, I sussed out the local arcade, and all my pocket money went into the machines. At my local arcade there was one guy they called The Master he was so good, but I managed to beat him. It was costing so much that eventually I decided to save up for my own machine, and I got my VCS in September 1980."

Andy's been unemployed more or less continuously since he left school, and though he has explored one or two openings in computer programming, he finds being turned down for job after job so depressing that he's become rather dispirited with the whole process. He prefers to stay at home with his machine, or to cycle around London on his Sun sports bike. "I reckon I've done about 27,000 miles in the past seven years," he says. "Of that, I've done 22,000 in the past three years." Andy keeps a check of the reading on his front-wheel cyclometer – obsessed with figures again you see.

Strangely enough, he doesn't consider himself much of a serious player, though he has a session on one of his machines most days. He came third in the British national championships, winning an Atari 400, but he says he only entered the world championships 'for a laugh'."I didn't expect to get anywhere."

Though Stuart's school has a computer studies course, he isn't taking it. He's concentrating on maths: maths and computer studies are alternative options, which can't be taken together – room for a re-think there, perhaps, Aberdeen.

Stuart still plays regularly on the VCS. *Jungle Hunt* is his current favourite. "My school's got an Apple and lots of Spectrums," he reports.

"I've studied a bit of programming, but only the basic stuff. I know games are just about the hardest kind of programming there is , but I'd definitely like to get into games programming when I leave school. Mainly, though, I'm just concentrating on studying. I've got four more years before I've got to decide what I want to do."

Having entered first 'for a laugh', Andy didn't do much preparation for the Munich world finals and it wasn't until he got through to the last round that he began to realise he was in with a serious chance. "The Americans were very cocky, as usual," he recalls, not unkindly, "and I think it came as a bit of a shock to them when we won."

Stuart, at the moment of victory, learns he has won the under-eighteen Atari world title.

Scene of last year's victory for Stuart and Andrew: the Berlin finals.

It was almost as much of a shock to Stuart, who had decided to concentrate upon his own game without worrying about how the opposition was doing. "It was very nerve-wracking – but then I often find I get higher scores under pressure. I certainly did better as the competition got tougher."

"I had a lot of competition from a boy from Hong Kong but by then I was just concentrating on the game. I had no idea how he was doing, and I didn't know his score. In fact, it was only when I heard the cheers at the end that I realised I'd won."

Perhaps because he's slightly older, Andy points out the importance of strategy in becoming a winning player. "Lots of people think it's all down to quick reactions, but sometimes if you react without thinking it will hold you back. For instance, in Centipede, if you hit the spider early on you'll only get 300 points, but if you hang on until he's harder to hit then you can get three times as many.

"You have to keep your head, and not get trigger-happy."

Andy is also looking forward to the next generation of games, which he predicts will be 'realistic simulations'. "For instance, you may be on an alien planet, and as you play the game you'll move to different planet surfaces – sea, jungle, different countries, cities – with really believable graphics. It's got to come."

And next year's championships? They are both determined to defend their titles. But before that comes up, they still have an all-expenses-paid trip to USA as part of their 1983 prize.

"I've won about £3000-worth of prizes so far," says Andy, "but for me the trip to the States has got to be about the most exciting part. Before I went to Munich, I'd never been abroad." □

RENDEZVOUS

NASA

FLT#

FLT#

You'd better get
One day you might

SPfm 19.3

ALT 192

MET 98

FUEL: 640

STAT 40

LAUNCH SCRUB

SPACE SH
A JOURNEY IN

DEVELOPED WITH NASA'S
ASSISTANCE TO TRANSFORM
THE ATARI® VIDEO COMPUTER

WELCOME HOME

2

FLT# 3

ACTIVISION

et the hang of this.
nt be up here for real.

SHUTTLE
Y INTO SPACE™

SYSTEM™ INTO THE FLIGHT
DECK OF COLUMBIA.

ACTIVISION

X-Ax 10
Y-Ax -008
Z-Ax 6

PITCH -28
YAW 0

RNG 4.3

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SPACE COCKPIT GAMES

Imagine you are the commander of a space ship. In front of you is your instrument panel and a view of space. Your task, to fight alien ships, or manoeuvre your craft, docking or landing the fragile machine in a hostile environment.

In this feature we show a selection of the space cockpit games available to challenge your piloting skills. Several themes are to be found – for instance, a popular one is the *Star Raiders* variant where you have to zap all manner of nasty alien ships, before they eliminate your starbases. Another winner is the *Death Star*-type battle where your tiny craft has to negotiate a dangerous trench in order to drop a nuclear bomb down a portal – the theme taken, of course, from the first *Star Wars* movie, *A New Hope*.

Of the other kinds of games we've included is the remarkable Activision *Space Shuttle*, which might almost be classed as an aircraft simulator, but seems to fit rather nicely in the space games list. *OK, Captain, you know your mission. Get out there and think of Earth, home and glory.*

COSMIC CONFLICT

PHILIPS £17.95
PHILIPS G7000
1 single game
SCI FI SHOOT 'EM UP

This was a pretty interesting game when it first came out in 1979. Obviously based on the Atari coin-op *Starship*, this was one of the first domestic versions to appear. You are in command of a fighter spaceship with the mission to destroy five enemy fighters and ten freighters. Given 1000 units of energy at the start, your ship starts to use up valuable fuel firing laser cannons, just zooming around, and replenishing shields when hit by a fighter. Get all targets before your fuel runs out and earn a promotion. After several successful missions it begins to dawn that a space pilot's lot is exceedingly dull. Graphics for the system show signs of the limitations of memory of the G7000.

Value 3, Graphics 2, Sound 2, Gameplay 2

CYLON ATTACK

FOR BBC MODEL B
A&F SOFTWARE
1 single game
SCI FI SHOOT 'EM UP

Despite the *Battlestar Galactica*-type name, the game is, in fact, not a rip-off of the series but an original cockpit style game. As with most Beeb games this one loads in two parts, the first gives

you all the instructions you need. You are given the option of either joystick or two keyboard configurations.

Once all the formalities are out of the way your ship will be hurled out into the void of space from your starbase's launch tube. Now it's up to you to destroy the wave of alien nasties that confront you. If you manage this without running out of fuel or shields, you are allowed back to your space station where both fuel and shields are replenished before you are launched into space again for the next wave of nasties. Controlling this game is a pleasure with both the keyboard or the joystick options and the graphics really show off the graphic potential of a BBC computer. There are also some nice humorous touches as you keep finding strange things in space, like sign posts and police boxes (I wonder who owns that?). A first rate game which should delight all space gamers.

Value 4, Graphics 4, Sound 3, Gameplay 4

LIBERATOR

GEMINI £9.95
BBC MODEL B
1 single game
SCI FI SHOOT 'EM UP

Despite the name, this game has nothing to do with *Blake's Seven*. The game is, in fact a little like a cross between *Beamrider* and *Star Wars*.

The object is to travel across a rectilinear landscape blasting away at white and red pyramids (the red ones shoot back) which give you can rescue stranded comrades (the number depends on how much energy you've accumulated over the course of the last three phases.

The game features some nice graphics and fast, furious gamelay but does really need joystick, although a keyboard option is available.

Value 3, Graphics 4, Sound 3, Gameplay 4

NEXAR

SPECTRAVISION £19.95
VCS
1 3 variations
SCI FI SHOOT 'EM UP

This is described as a multi-level space game, although it just progresses in speed rather than in scenery as in such games as *Super Cobra*. You are in control of a Cursor which has the freedom of the screen. The object of the game is to destroy the Beacons that drift along the space lane that you are patrolling in your Starfighter. A nice simple game that is both challenging and attractive whilst not being too complicated for younger gamers.

Value 2, Graphics 2, Sound 2, Gameplay 2

PHASER PATROL

STARPATH free
VCS
1 1 variation
SCI FI SHOOT 'EM UP
requires Starpath Supercharger £29.95

This is the game that comes with the revolutionary Supercharger. It is basically a *Star Raiders* game with all the familiar features; galactic chart, long range scan, battle computer, damage computer and good old starbases. The idea is to rid your quadrant of space of all enemy fighters. The graphics – which have to be seen to be believed – are by far the best of any *Star Raiders*-type game for the VCS. In fact, in just about every way *Phaser Patrol* is superior to the competition; sound, graphics, ease of operation and so on are all so much better than VCS *Star Raiders*, *Star Voyager* or *Starmaster*. However, at £29.95* for the Supercharger, the best space game around for the VCS does not come cheap. Even so, this initial outlay can soon be covered once a couple of Supercharger tapes are bought. In short try it, you'll like it.

Value 4, Graphics 4, Sound 3, Gameplay 3.
** See, however, Darrin's letter in Club News.*

SPACE BATTLE

MATTEL ELECTRONICS 2612
£21.95
INTELLIVISION
1 4 variations
SCI FI SHOOT 'EM UP

Mattel's first space game. In this game, which is simple to master, you have to save the mothership from the onslaught of galactic Aliens. You have three squadrons of three star ships to blast them to pieces. An ideal game for all new gamers who like a bit of strategy. However old gamers may find it a bit boring after a while.

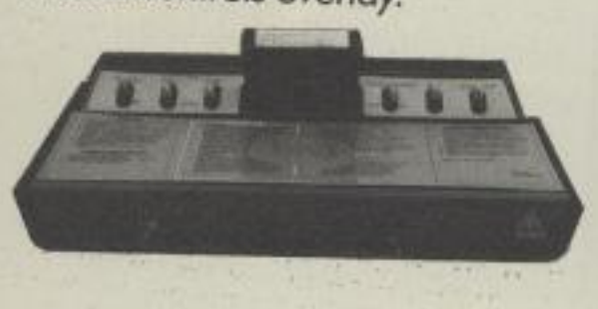
Value 3, Graphics 3, Sound 2, Gameplay 3

SPACE SHUTTLE

ACTIVISION £29.95
VCS
1 3 variations
SKILL

Probably the most ambitious game ever for the VCS, designed by Steve Kitchen in conjunction with NASA no less. A game which utilises every control on the VCS console.

Above: The real NASA Shuttle controls. Below: The VCS with Shuttle controls overlay.

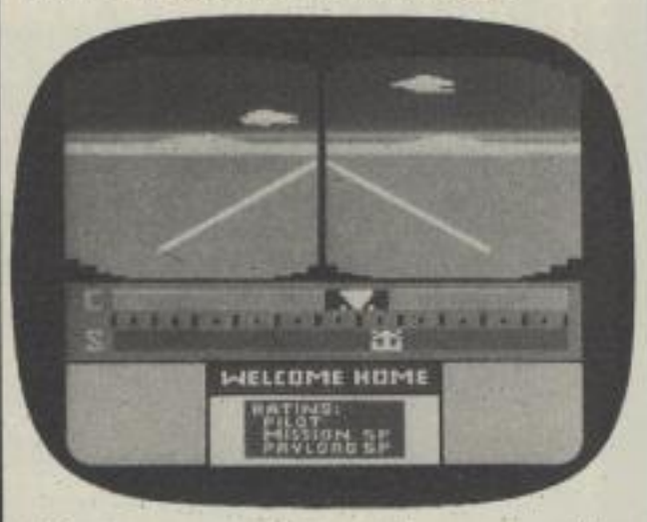


The mission begins at dawn. T minus 15 seconds, and the countdown begins. There's no turning back now. The cockpit judders as the powerful engines launch Challenger into orbit.

Now you find yourself in orbit, the faulty satellite is now in view. Care must now be taken, satellites are fragile after all. So far so good, the cargo doors are now open, you're ready for the rendezvous.

Now you're homeward bound – got to keep at the right angle or you'll burn up on re-entry. Experiencing routine transmission failure as you hurtle through the ionosphere, again wrestling with the controls.

You're on final approach and looking good. The desert runway is now in sight, quickly checking altitude and fuel as the nose of Challenger is brought down to rest on good ol' terra firma.



Mission complete and successful.

Needless to say I enjoyed this game tremendously. Every effort has been made to make this game as authentic as possible. You are even equipped with console overlays to add to the realism.

In short, if you've ever thought to yourself, whilst watching a shuttle launch on TV, how easy it looks then just play this game and think again. A must for anyone who fancies the challenge of game 3 (the most difficult version).

Value 4, Graphics 4, Sound 3, Gameplay 4

SPACE SPARTANS

MATTEL ELECTRONICS 3416
£29.95
INTELLIVISION
1 5 variations
SCI FI SHOOT 'EM UP
requires Intellivoice Module
price £49.95

This game is a high-tech version of Activision's *Starmaster*, with the added appeal of voice as well as superior graphics. You are given a Galactic Chart and a battle view at the beginning of the game and once you have positioned your Starbases you are fed information from the computer on board.

A female computer keeps you informed of your ship's stage of repair. A male computer informs you of the number of Alien ships in each sector. A third 'robot' voice lets you know how your Starbases are. This game is a must for Intellivision Space gamers.

Value 4, Graphics 3, Sound 3, Gameplay 2

STARMASTER

ACTIVISION £24.95
VCS
1 4 variations
SCI FI SHOOT 'EM UP

Regarded by many as the best of the *Star Raider*-type of game on the market for VCS at present. The designer, Alan Miller, won an Arcade Alley Award in 1982 for its highly commendable graphics and sound.

The idea is to protect your four Starbases from the vicious onslaught of enemy fighters. The console switches are used on this game to call up the Sector Chart. A highly challenging game that seems to have more appeal than Star Raiders.

Value 3, Graphics 3, Sound 3, Gameplay 3

STAR RAIDERS

ATARI £29.99
VCS, Atari home computer
1 4 variations
SCI FI SHOOT 'EM UP

This game was immensely popular as Atari 400-800 computer program. It won awards for being the best space game and

so it is rather surprising that Atari waited so long to bring out a VCS version. Activision and Imagic have already launched similar VCS games but Atari's version has one distinct advantage over these rivals. There is a video touch pad, which is basically a jazzed-up keyboard controller, that accepts overlays and is included with each *Star Raiders* cartridge. If Atari bring out any more games that use the touch pad people will have to buy *Star Raiders* regardless of whether or not they want the cartridge. The additional controller operates the shield, the galactic chart and hyperspace. The joystick controls the actual movement of the ship and the laser fire. A good game, but *Starmaster* has a slight edge.

The home computer version has several extra screens which are useful, such as long-range scan, etc. Needless to say, the graphics and gameplay are vastly superior to the VCS version.

VCS: Value 3, Graphics 2, Sound 2, Gameplay 3

Atari home computer: Value 4, Graphics 3, Sound 3, Gameplay 4

STARSHIP

MB ELECTRONICS £19.95
VECTREX
1,1+1 1 variation
SCI FI SHOOT 'EM UP

MB's answer to *Star Raiders* should really appeal to all Trekkies as it is loosely based on the immensely popular Star Trek film and television series. You assume the role of Captain Kirk (or Scotty if you prefer). Your task is to travel in the Starship Enterprise through seven sectors of a galaxy in order to reach the Klingon mother ship which can only be destroyed by a single precise hit. En route you encounter a continuous pummelling from the Klingons and the Romulans, who are out to deplete your energy and laser supplies and, by so doing, eventually destroy the Enterprise. Help is at hand, though, in the shape of a friendly Star Fleet space station where you can dock to replenish supplies. There is also a Black Hole which serves as a short cut to sector seven. Among the most addictive of the Vectrex space games available so far.

Value 3, Graphics 2, Sound 3, Gameplay 4

STAR STRIKE

MATTEL ELECTRONICS £21.95
INTELLIVISION
1 6 variations
SCI FI SHOOT 'EM UP

This game closely resembles the trench scene from the film *Star Wars*. The aim of the game is to shoot down as many enemy fighters as you can whilst you bomb the five missile silos below you. When you do, the enemy Death Star disintegrates and you are given a fanfare. This is certainly a cartridge to get if you fancy yourself as Luke Skywalker.

Value 3, Graphics 3,, Sound 2, Gameplay 3

STAR VOYAGER

IMAGIC £27.95
VCS
1,1v1,2 2 variations
SCI FI SHOOT 'EM UP

This is Imagic's answer to *Star Raiders*. It's very similar to both *Star Raiders* and *Starmaster* in many respects, although it is the only one without a galactic chart of any description. The idea of this game is not to get rid of all the nasties in the galaxy but simply to hunt out and pass through seven Star Portals before you run out of energy. This is also the only game that gives you a choice of weapons. You can have either Photons – which are slow, less accurate but more economical on energy – or Lasers – which are fast, accurate but burn up lots of energy. A very nice game in the *Star Raiders* genre, but not quite as good as *Starmaster*.

Value 3, Graphics 2, Sound 2, Gameplay 2

TRENCH

VIRGIN GAMES
BBC MODEL B
1 9 variations
SCI FI

No prizes for guessing which scene in which film this game was inspired by. Put it this way: the object of the game is to destroy the Termination Planet using Proton Torpedoes. Guess how you destroy the Death Star, oops sorry, I mean Termination Planet.

In all fairness I should say that this is an excellent game which will certainly keep your fingers dancing on the keys of your beeb. DW

Value 3, Graphics 4, Sound 3, Gameplay 4

GUIDE TO LISTINGS

NUMBER OF PLAYERS

1	One player against the game.
1+1 1+2 1+3	Two, three or four players, each taking turns.
2	Two players, playing the game together.
1v1	Two players, playing each other, with the game simply keeping score and acting as referee.

HOW GOOD IS THE GAME?

TV Gamer's panel of game players has assessed the games reviewed here on a scale of increasing value from 0 to 5. While these assessments are only a personal opinion, we hope they will help readers to plan their purchase of future games.

The five areas covered are value for money, quality of graphics, quality of sound, quality of gameplay, and fidelity of arcade transfer (where applicable).

ATARI VCS OWNERS
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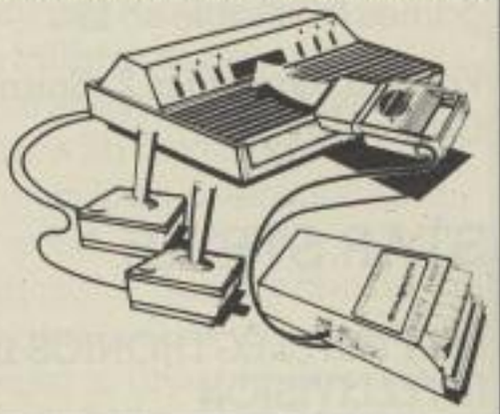
THE NEXT DIMENSION IN VIDEO GAMES©

WHAT IS THE SUPERCHARGER?

The Supercharger plugs directly into the cartridge slot of your Atari VCS to increase its game playing power. With special digital electronics, it multiplies the VCS RAM memory by 49 times, from 128 to 6272 bytes. The Supercharger is unique, in that it can accept programs that have been recorded on standard audio cassette tapes. These are easier and less expensive to develop and market than plug-in cartridges and cost considerably less! The Supercharger is supplied with a standard cable and jack plug which will plug into the earphone socket of any domestic cassette tape recorder. Supercharger lets you play games with high resolution graphics, faster action, and far more complexity. With the extra memory provided by the Supercharger you will now be able to play superior games which could not normally run on an unadapted Atari VCS because of its memory limitations.

MULTI LOAD GAMES - For added complexity and depth

Cassette tape allows Starpath to offer unique Multi Load games. Games like Dragonstomper and Escape from the Mindmaster include several 'loads' on one cassette. When you have finished the first part of a game, you can then load another program giving a different screen or type of game play, thus continuing the game in several distinct parts. This feature is particularly useful in adventure type games. Multi Load games offer complexity and depth that no conventional ROM cartridge game can currently compete with.



FREE CASSETTE - Phaser Patrol (Two screen game)

The Supercharger comes with a highly acclaimed and award winning Phaser Patrol game, and costs only £19.00 including VAT. Details of all the games are given below. For further details, complete and return the coupon below.

£19

PHASER PATROL (FREE!)

Phaser Patrol is a single load game which is FREE with the Supercharger unit. A space game, it has two screens, one featuring the intergalactic battlefield, (below left), and the other showing a Sector Map (below right). The game begins when the devious 'Dracons' launch a surprise attack and you belong to the force which must prevent them from reaching earth. The sector map enables you to warp-hop from one sector to another and it also tells you in what areas the Dracon ships are, so you will need to refer to it before you go into battle. As well as telling you the location of the Dracons, the map shows you where your starbases are, these can bail you out if you get into any trouble. When you have decided on the sector of Dracons to attack,you can go on to the second screen, the battlefield. On this screen you have a view of the vast galaxy ahead and a control panel to keep you informed of your position. A one player game, Phaser Patrol is a highly detailed action packed cassette.

MUTANTS FROM SPACE

Single Load action from Starpath, just as soon as you begin this game you will be under attack. Your task is to vapourize the mutant warriors before they overrun your home planet. Up to four can play and the screen keeps track of the highest score. As well as having nine difficulty levels and two speeds, Communist Mutants from Space (it's full title), has got several features which make it an exciting game cassette providing a variety of options. The real skill in this game however, is winning without using the special features that it offers you!

Price: £8.65 + VAT = £9.95

FIREBALL

You are a juggler, and able to juggle anything from china plates to daggers! Your task in this Single Load game is to smash wall after wall of blocks as you juggle with red hot FIREBALLS! When the ball comes down from the top of your screen, catch it, and then release it back at the wall of blocks. You can score up to a million points! And, if you get to proficient at one pattern of blocks, there are another four to choose from! Up to 4 players can take part in this game and up to 6 fireballs can appear on the screen at once. Be sure you don't get burned!

Price: £8.65 + VAT = £9.95

KILLER SATELLITES

You are the only test pilot of the one rocket ship that can protect the earth from an alien attack of molten metal. The invasion has started, have you the courage and skill to save mankind? A Single Load game, Killer Satellites is for 1 player featuring 2 difficulty settings as well as a 'rapid fire' mode. Other features include: a fuel level indicator; a laser overheat monitor which indicates the temperature of your gun; a global radar scanner and an energy barrier, which can be used to protect you from some of the alien projectiles . . . . but not all of them!

Price: £8.65 + VAT = £9.95

SUICIDE MISSION

Your mission in this game is to shrink down, smaller than a speck of dust, to do battle with a deadly killer virus deep within a human body. Equipped with a microscopic submarine, head for an infection, perilously close to the heart, and towards a fight where you are heavily outnumbered. This is arterial warfare at it's finest. Fire at one of the many germs, and it divides into two. Fire again and the numbers increase once more. A 1 or 2 player game featuring protective shields and two different shooting styles, Suicide Mission has three difficulty options.

Price: £8.65 + VAT = £9.95

DRAGONSTOMPER

Dragonstomper is one of Starpath's Multi-Load cassettes. An adventure game, you've been swept through a time tunnel, right back to the age of warlocks and wizardry. Your mission is to find the Amulet of the Druids. There are clues, but not all easy ones. There are peaceful lakes and forests as well as deadly perils and lurking somewhere is a very vengeful dragon. There are many rewards along the way, but few will reach the final goal. The MULTI LOAD feature gives you THREE seperate game segments, for longer, more challenging game play.

Price: £8.65 + VAT = £9.95

ESCAPE/MINDMASTER

A Multi-Load cassette, your task in this game is to escape from the alien Mindmaster's laboratory, where he has held you as a specimen for study. To win your freedom, you must pass through six 3-D mazes, with each of them being more complex than the last. The first 5 mazes have problems to solve and some surprise intelligence tests. The sixth maze is something special! As this game is too complex to load into your Atari at one time, it loads in FOUR different sections, a feature of the extra play power of the Starpath MULTI LOAD cassettes.

Price: £8.65 + VAT = £9.95

VIDEO GAME CLUB

In a fast moving market like video games, it is difficult to keep up to date with all the developments that take place. With new programmes and accessories being introduced at a fast rate by several different manufacturers, it is impossible to get all the information you require from one manufacturer alone. It is for this reason, that we have set up owners clubs for the more popular video games and home computers, to keep you fully up to date with what is going on with your particular machine. As far as we know, Silica Shop are the only company to offer such clubs, but that is not surprising since we are the specialists. We currently have **FREE** clubs for the **Atari VCS, Atari 400/800** home computers, and **Mattel Intellivision.** Soon we will have clubs for **Colecovision, Aquarius** and **Vectrex.** So if you own one of these machines, fill in the coupon opposite, and we will enrol you **FREE OF CHARGE** in the club relevant to your computer or video game.

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FREE LITERATURE

TOP SCORE

***TV Gamer* has compiled a list of top scores and UK records**

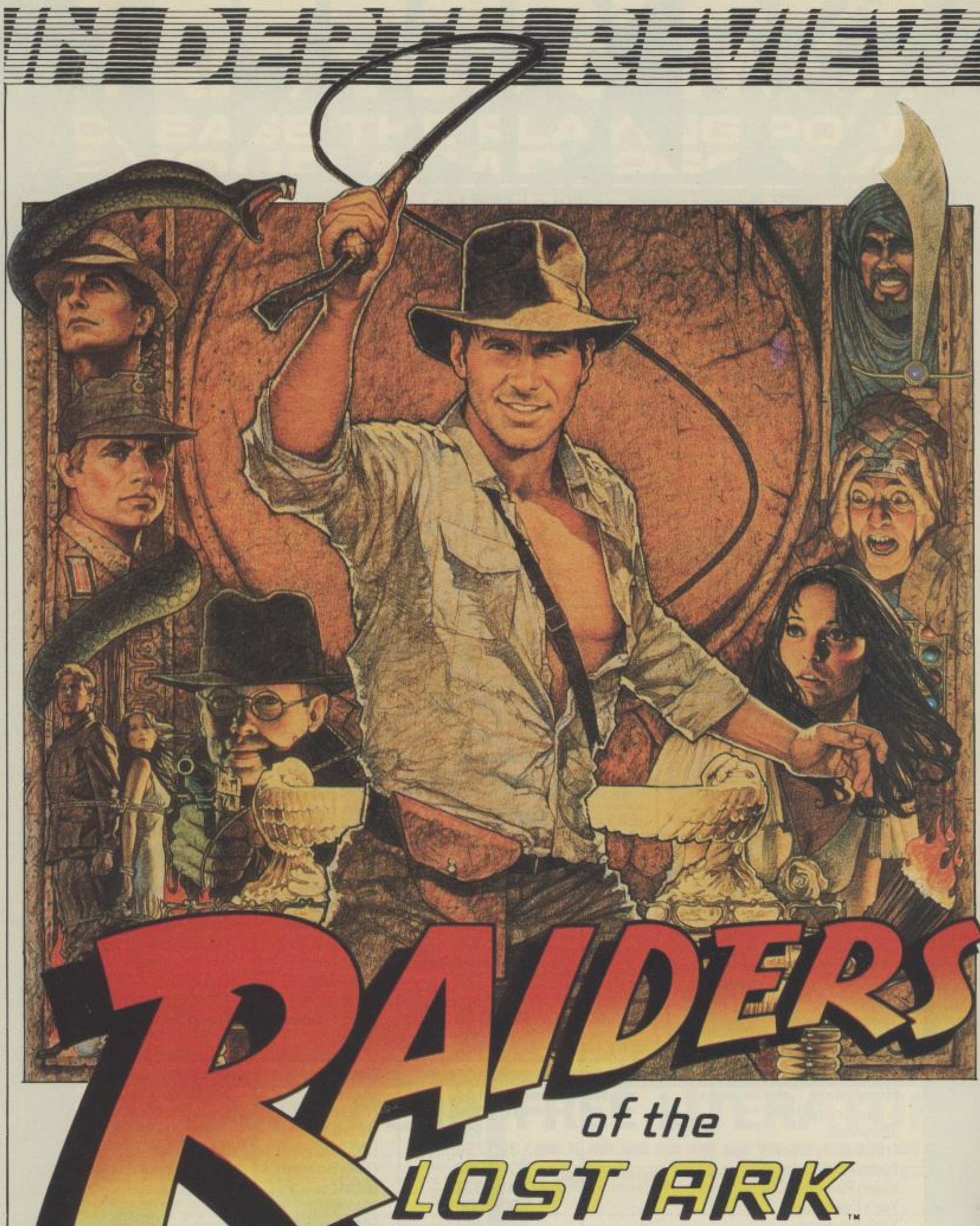
Game	Game No. (other than 1)	Score	Source	Record holder
Asteroids		77,022,030	(Atari)	
Barnstorming		32.80	(Activision)	B A Thompson
Barnstorming		32.80	(Activision)	Simon Mills
Barnstorming		32.80	(Activision)	Mahmood Khan
Barnstorming	(2)	49.98	(Activision)	B A Thompson
Barnstorming	(3)	52.52	(Activision)	B A Thompson
Berzerk		20,785,450	(Atari)	
Centipede		323,512	(Atari)	Stuart Murray
Chopper Command		10,000	(TVG claimed)	David Harvey
Circus Atari		72,745	(TVG claimed)	David Harvey
Decathlon		10,078	(Activision)	Mark Riley
Defender (VCS)		53,032	(Atari)	
Defender (HCS)		10,000,000	(TVG claimed)	David Harvey
Dragster		5.6 secs	(Activision)	Alan Carter
Donkey Kong (CBS)		1,334,400	(TVG claimed)	Allan Thompson
Donkey Kong Jr		2,035,200	(TVG claimed)	Dane Clarke
Enduro		10 days driving	(Activision)	Gordon Hamilton
ET		3,102,612	(Atari)	
Freeway	(3)	36	(Activision)	Steven Brown
Galaxian (HCS)		60,000	(TVG claimed)	David Harvey
Grand Prix		0:29.61	(Activision)	Ray Watkinson
Grand Prix		0:29.61	(Activision)	David Ross
Grand Prix	(4)	1:35.38*	(Activision)	Ray Watkinson
Happy Trails		550,566	(Activision)	Andrew Thompson
Minestorm		5,500,000	(Vectrex)	Mr Warren
Missile Command (VCS)		72,632,845	(Atari)	
Missile Command (HCS)		120,000	(TVG claimed)	David Harvey
Mousetrap (CBS)		1,280,000	(TVG claimed)	Allan Thompson
Munchkin (G7000)		560	(TVG claimed)	Paul Sanders
Oink		62,048	(Activision)	B A Thompson
Pac-Man (VCS)	(3B)	6,128,619	(Atari)	
Plaque Attack		77,745	(Activision)	David Ross
Pole Position (HCS)		128,000	(TVG claimed)	David Harvey
Q*Bert (HCS)		68,000	(TVG claimed)	David Harvey
Qix (HCS)		97,000	(TVG claimed)	David Harvey
Robot Tank		64 tanks	(Activision)	B A Thompson
Sea Quest		484,770	(Activision)	David Ross
Skiing		27.36 secs	(Activision)	Marc Castle
Space Armada		139,120	(TVG claimed)	David Bond
Space Invaders (VCS)		5,300,005	(Atari)	
Space Spartans		194,130	(TVG claimed)	David Bond
Spider Fighter		900,00	(Activision)	Mark Dawson
Stampede		35,164	(Activision)	Sai Ming Wong
Super Cobra (HCS)		100,000	(TVG claimed)	David Harvey
Superman		23 secs	(Atari)	
Tron Deady Discs		23,390,750	(TVG claimed)	David Bond
Turbo (CBS Coleco)		1,000,000	(TVG claimed)	Dane Clarke
Video Pinball (VCS)		222,494,331	(Atari)	
Yar's Revenge		8,000,000	(Atari)	
Yar's Revenge	(6)	2,265,487	(Atari)	

**** UK and World record***

TV Gamer invites readers to send in their high scores for any screen game. A ***claimed*** score merely needs to state your name, game title, system (eg Atari Home Computer System, Spectrum, VCS etc) and claimed score.

A ***proven*** score will require photographic evidence, but will take precedence over previous claimed scores. We suggest using a SLR auto-exposure camera on a tripod with cable release, timed at 1/4 second. Games which can be "clocked" (ie the score reaches a maximum and then returns to zero) will only count as claimed scores. Additionally, games which present short-cuts to high scoring (eg *Space Invaders*, which can be made to shoot two missiles at a time) will also only be accepted as claimed scores.

Send your scores to *TV Gamer, Top Score Desk, 187 Oxford Street, London W1.*



RAIDERS of the LOST ARK™

The first of Dave Harvey's two-part solution to Atari's toughest game.

Raiders of the Lost Ark is the most complex adventure game to come from Atari and, for that matter, the most complex adventure game you can buy to fit the VCS. It is so complex, in fact, that there are little hidden clues to the game on the box and in the illustrations in the instruction book. Clues can also be found by reading between the lines of the text. This is all very remarkable considering that *Raiders of the Lost Ark* requires only 63 bytes of memory.

Atari launched *Raiders* for the UK market at the beginning of 1983 when a lot of VCS owners bought the cartridges thinking it would be anything but what it is. Atari had quite a few angry phone calls from miffed *Raiders* owners who thought it would be a

doddle and wanted a solution for completing the game. As a result Atari started their own *Raiders* hot-line system where cartridge owners could phone up hoping for help and perhaps a few clues to the game. Alas they then put the phone down, no wiser than when they picked it up.

In the spring of '83 Atari released a solution sheet and a tip sheet for owners who were ripping their hair out trying to solve the *Raiders* cartridge. Although intended as a guide, they confused the poor *Raiders* player more than they helped him. These (now bald) readers could easily be spotted in local games shops. To this day many *Raiders* owners still have not solved the game – if you are one of them don't despair – read on and you will find a step-by-step guide to solving the game and finding some of its secrets.

Raiders of the Lost Ark is based on the film of the same name and seeing the film provides you with a lot of useful extra knowledge. In *Raiders* you are the respected archaeologist Professor Jones – but not for long. Put away your glasses and three-piece suit and you are now miraculously transformed into swashbuckling adventurer Indiana Jones (Indy).

The object of the game is to find the fabled Lost Ark of the Covenant, which was hidden inside a chamber called the "Well of the Souls" in the year 980 BC. The "Well of the Souls" is hidden inside a thing called a Mesa, which looms over a place with the desirable name of "The Valley of Poison". To find the location of the chamber Indy must go to an ancient Map-room in the city of Tanis. Of course, getting to the Map-room, says the instruction book, is no picnic, as it was buried in a sandstorm that lasted over a year. To reach the Map-room he must trade with crafty sheiks, go through the "Temple of the Ancients", avoid thieves and do a bit of snake charming, all in a day's work. Inside the Map-room is a hieroglyphic on a wall and replica of the Mesa-field. The hieroglyphic pictures an object which Indy must bring into the room and if he is holding that object, at the right time, all will be revealed.

The Ark is randomly placed each time you play *Raiders*. Unlike other adventure games the points scored

SPECIFICATION

NAME:	RAIDERS OF THE LOST ARK
SUPPLIER:	ATARI
PRICE:	£29.99
FORMAT:	VCS
RATING:	Value 4
	Graphics 4
	Sound 3
	Gameplay 4

are called adventure points, which are gained and lost throughout the game. When a game ends, Indy appears on top of a pedestal which shrinks down to a certain level to show how many adventure points have been scored throughout the game. There are various cities, rooms, objects and characters throughout the *Raiders of the Lost Ark* cartridge so let's look at where they are, what they are, and why they are there.

ENTRANCE ROOM

Indy comes to the Entrance Room each time you start a new game, it contains a rock, a whip and a snake which does its best to stop Indy doing his best!

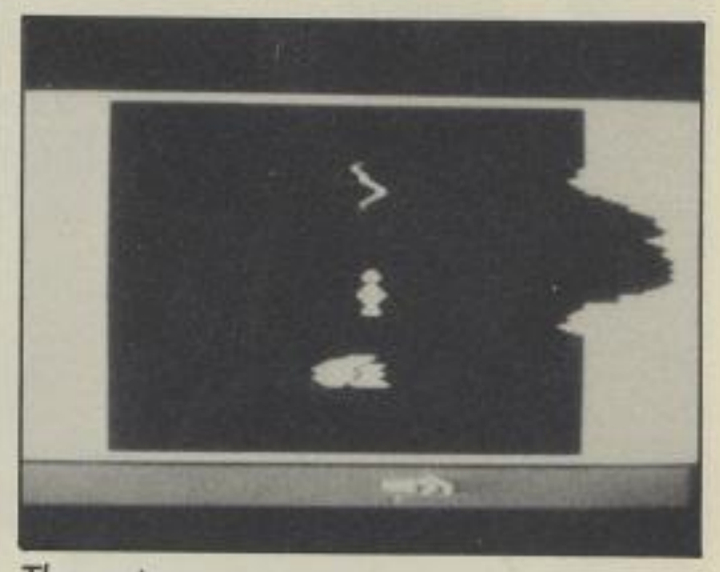
MARKET PLACE

The Market Place contains two sheiks peddling their wares, a black sheik selling flutes and a white sheik selling parachutes. It also contains three baskets concealing objects, and if Indy runs into one of these a snake descends from the top of the screen.

TEMPLE OF THE ANCIENTS

There are four rooms within the Temple of the Ancients: the Entrance Room, the Spider Room, the Room of the Shining Light and the Treasure Room. The Temple entrance room contains only a time piece. The Spider Room contains a spider which shoots out strands of web from his centre hideout in order to catch Indy. Tsetse flies inhabit this room – their bite puts Indy to sleep for between one and seven seconds. The room also contains several blocks which act as obstacles and running into one of these seems to displace the spider.

The room of the Shining Light contains two dungeons at each bottom corner of the screen and a shining light which bears a remarkable resemblance to a target from Atari's *Pinball*. The light chases Indy around the screen and if it catches him, he is put into a dungeon. He can also meet this fate if he runs into any of the obstacles. To get out of the dungeon Indy must either use his weapons or try to find a secret exit, which appears now and again. The secret exit method costs Indy his adventure points at the end of the game and prevents him from being able to leave the Room of the Shining Light. In the Temple entrance room two



The entrance room

blockades are set up and a wall starts caving down over the exit. In other words, the secret exit is best left alone.

The Treasure Room contains a set of coins and all the Temple treasures which are: the Hour Glass, the Chai and the Ankh. The Ankh is the Egyptian symbol of life and the Chai the Hebrew symbol of life. A snake appears when the coins are picked up, and when Indy leaves the Treasure room with a Temple treasure and goes into the room of the Shining Light, he is instantly put into a dungeon by the Gods.

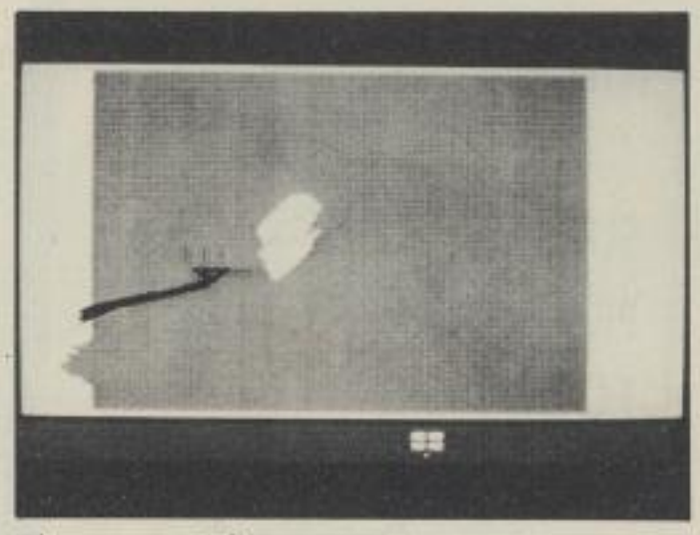
BLACK MARKET

The Black Market contains two sheiks – a spade-selling sheik and a bullet-selling sheik. It also contains a basket

and a charming fellow called the "raving lunatic". The "raving lunatic" is quite anti-social, so much so that if Indy tries to go past him he will kill poor Indy without a second thought.

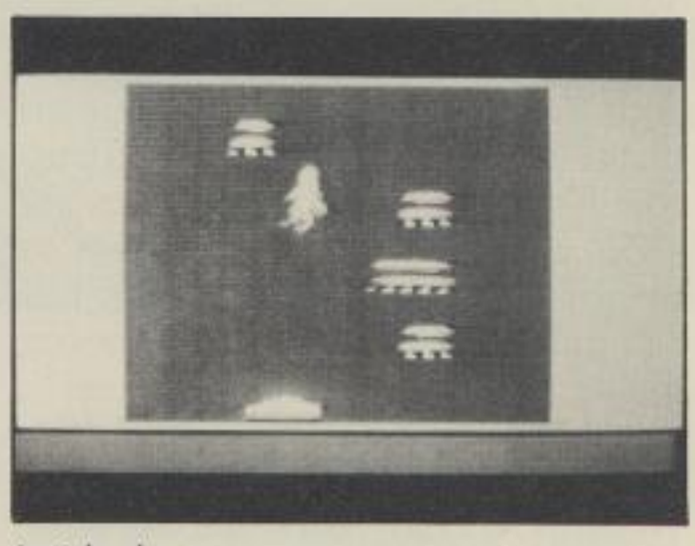
MESA-FIELD

The Mesa-field is not a room but as the name indicates a very long field which "scrolls" along as Indy moves up or down the screen. The field contains mesas surrounded by air, and in one of these the Ark is hidden. If Indy falls off a mesa he passes a place called a mesa-side which contains a branch sticking out of a wall

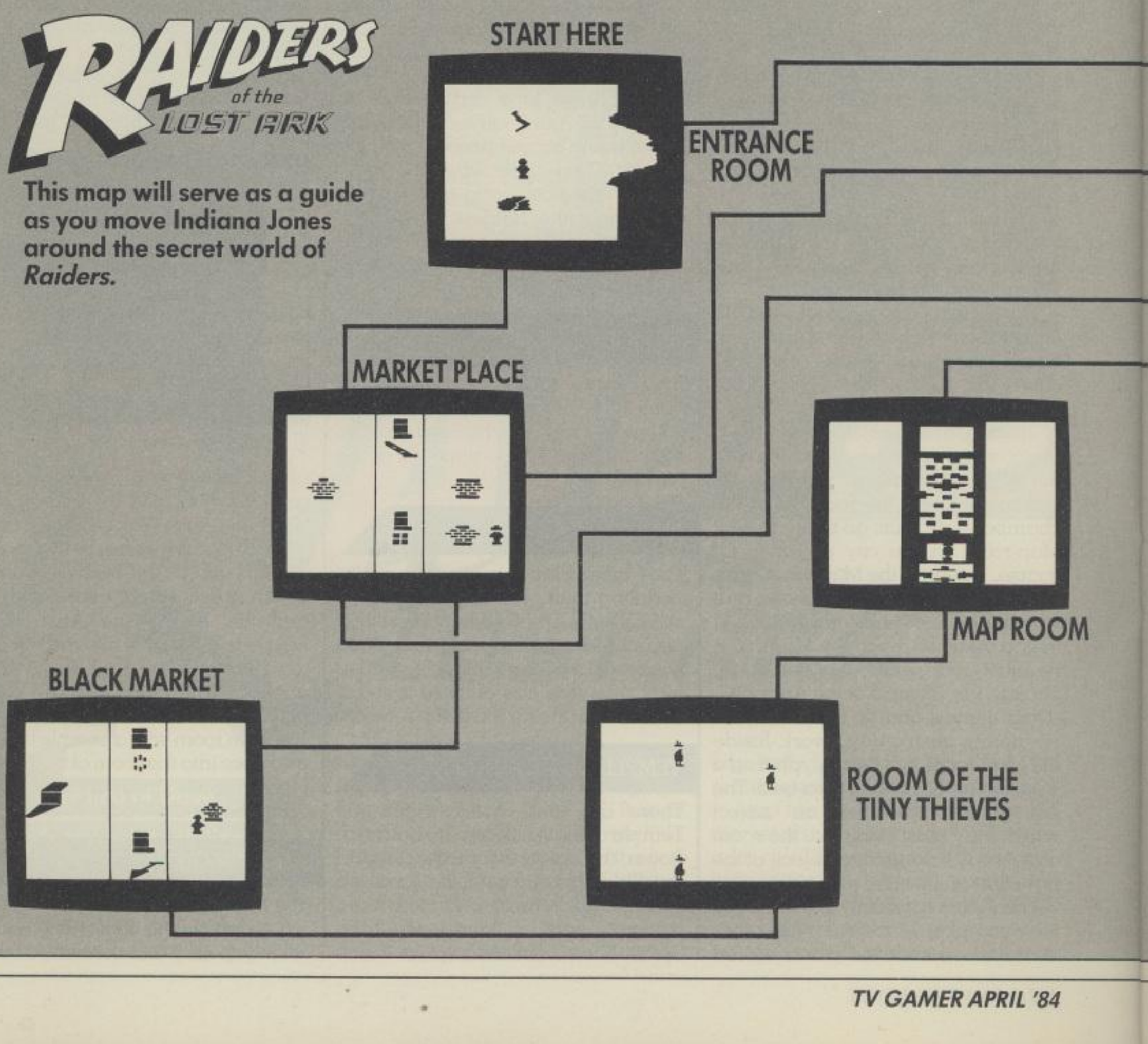


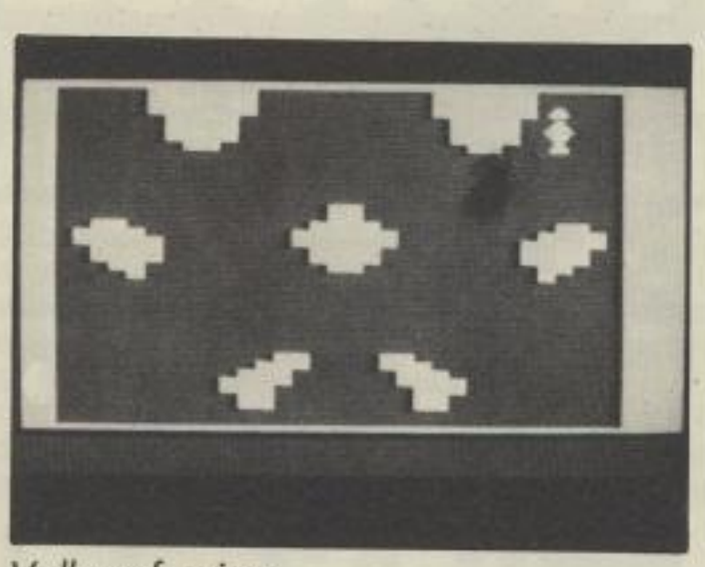
The mesa side

and a mysterious opening beneath it. Inside the opening is a den with lots of little thieves running about trying to steal Indy's goods, and at the bottom of the screen is a pile of dirt which resembles a rather large custard pie. Below the mesa-side is the Valley of Poison, inhabited by a



Inside the mesa


RAIDERS of the LOST ARK
This map will serve as a guide as you move Indiana Jones around the secret world of *Raiders.*
START HERE
ENTRANCE ROOM
MARKET PLACE
MAP ROOM
BLACK MARKET
ROOM OF THE TINY THIEVES

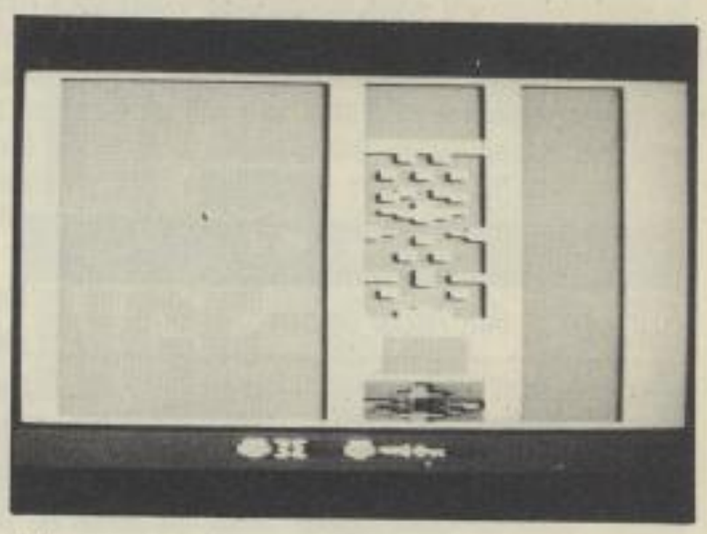


Valley of poison

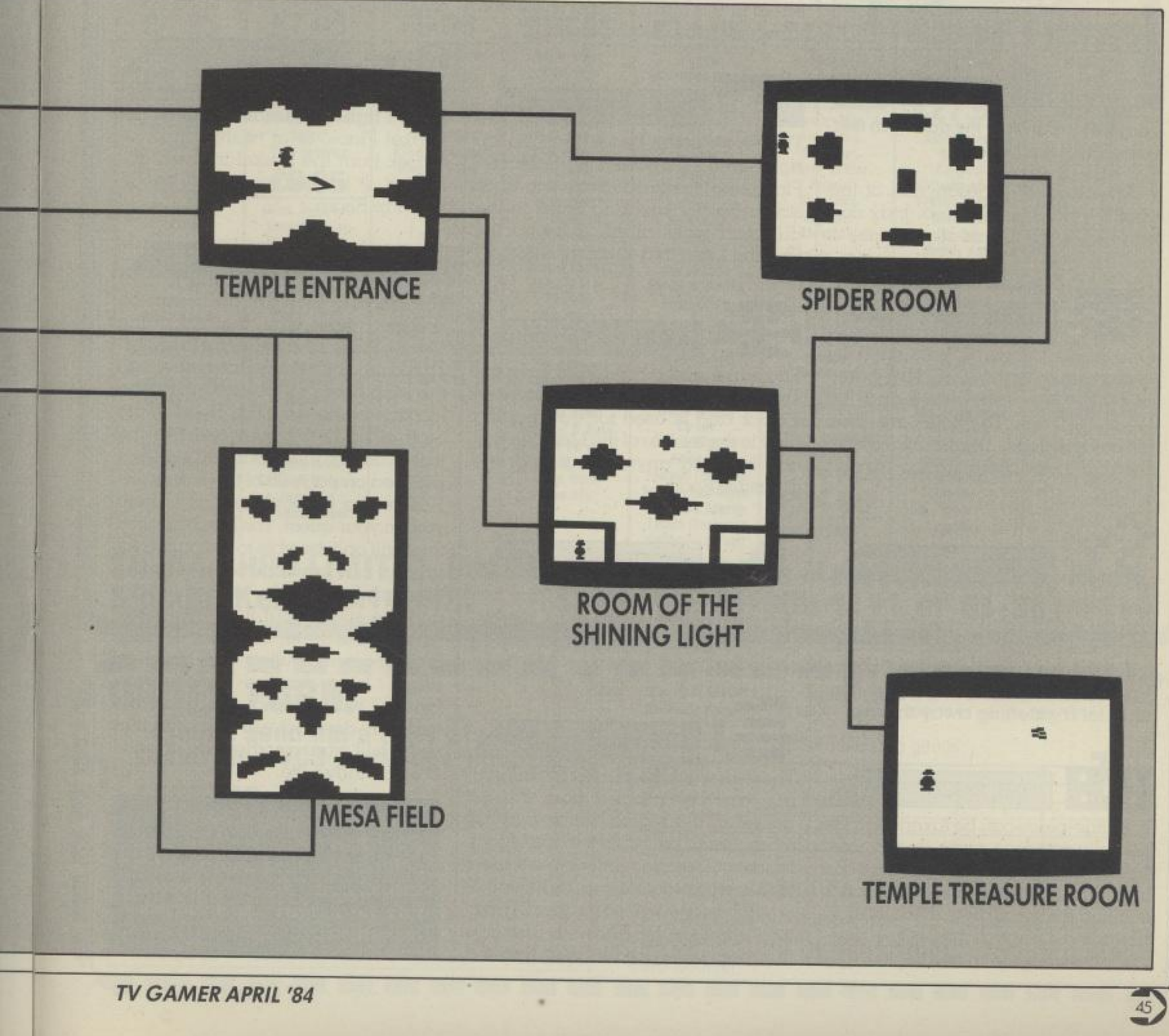
black-cloaked thief who looks remarkably like the Phanton Flan-Flinger from the ITV series *Tiswas*, and a set of tsetse flies. Once again, the flies try to put Indy to sleep so that the thieves can steal his goods (to trade them in for bullets at the Black Market). The Valley of Poison is exactly the same in appearance as the Mesa-field (except for the colours), but not in game-play. Indy is now on good old terra-firma and the mesas, perhaps after completing a strange metamorphosis, have turned into bags.

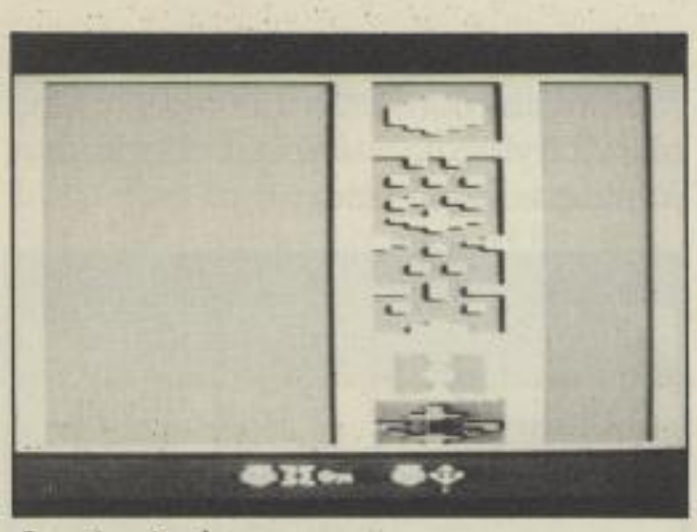
MAP ROOM

The Map Room is in a thin strip of land below the mesa-field and Indy must be holding the right object to get inside. Below the strip of land is a room with more little thieves running about trying to steal his goods and make his life a misery.

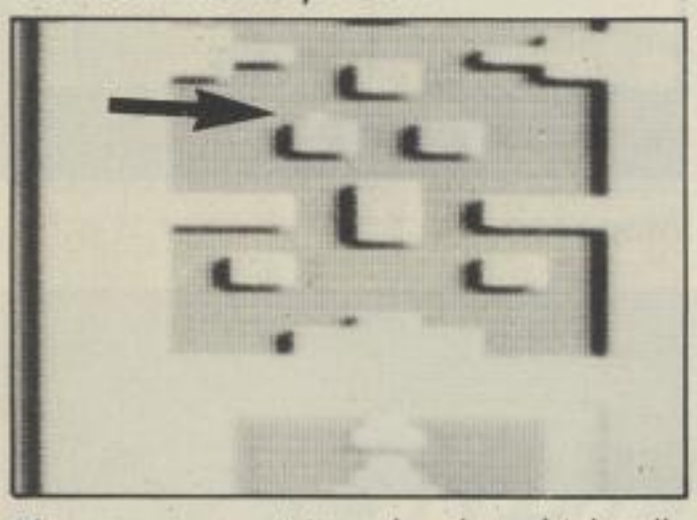


Map room





Sunrise in the map room



The mesa map. Note the dot which tells where the Ark is hidden.

And now for a description of the objects and their purpose. Indy can carry up to six objects at any time.

THE COINS

One bag of coins is automatically given to Indy at the start of the game and to get more Indy must to go to the Treasure room. The coins are used for buying goods from business-like sheiks and for pacifying the "raving lunatic".

WHIP

The whip can be found in the entrance room and is used for whipping away snakes and knocking holes in the dungeon walls of the Room of the Shining Light. It is also used for frightening away thieves.

TIME PIECE

The time-piece can be taken from the Temple entrance room and is used for telling the time in Indy hours – one Indy hour equals about 40-41 seconds of a human hour. There are only eight hours in one revolution of the time-piece as opposed to our twelve. The hours are twelve, one, three, four, six, seven, nine and eleven o'clock. Each time the time-piece turns to twelve o'clock the sun rises.

MAGIC FLUTE

The magic flute can be bought for one bag of coins from the Black Sheik in the Market Place and it gives Indy immunity from snakes and tsetse flies.

CHAI

The Chai can be collected from the Treasure Room at three and six o'clock. It is used for bribing the Black Sheik in the Market Place so he will take Indy to the Black Market.

REVOLVER

The revolver can be found in the top right-hand side basket in the Market Place and it is used for getting back stolen goods, knocking holes in the dungeon walls of the Room of the Shining Light and shooting snakes.

ANKH

The Ankh can be collected from the Treasure Room at one, six and eleven o'clock and is used for transporting Indy to the middle of the Mesa-field. It can be used anywhere except the Treasure Room.

SHOVEL

The shovel can be bought for two bags of money from the Black Market, and is used for digging into the Well of the Souls.

GRENADE

There are two grenades in *Raiders*: one can be collected from the left basket in the Market Place and the other from the basket in the Black Market. Grenade number one is used for blasting a hole in one right wall of the entrance room so Indy can get to the Temple of the Ancients; grenade number two is used for restoring the caving wall to its original state. But to do this Indy must be standing on the left when the grenade is dropped.

HOURGLASS

The hourglass can be collected from the Treasure Room at twelve, four and seven o'clock, and is also used for crossing the Mesa-field.

PARACHUTE

The parachute can be bought from the White Sheik in the Market Place for one bag of coins, and is used for jumping off mesas and going into one mysterious opening in the Mesa-side.

KEY

The key can be collected from the bottom right-hand side basket in the Market Place, or at twelve and one o'clock from the basket in the Black Market. It is used for getting inside the Map Room.

HEAD TO THE STAFF OF RA

The Head to the Staff of Ra can be collected from any basket in the Market Place every hour on the hour. This is the object Indy must bring into the Map Room so tht he can find the location of the Ark. The Head to the Staff of Ra is not mentioned in the instruction manual but can be seen pictured on page 28 of the manual.

Here are a couple of tips to help you on your quest. The black-cloaked thief will only be able to get bullets for his gun if he takes one of the following objects: money, flute, parachute, key and the spade. But if a "mini-thief" takes one of these, the black-cloaked thief receives bullets for his gun. When Indy pacifies the "raving lunatic" with the money, be careful that Indy does not run back into him as he will want another bag of coins to spare Indy's life. □

Next month, Dave Harvey completes his In-Depth Review of Raiders of the Lost Ark with a special game plan to help you find the Lost Ark and achieve a huge score.

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The New Games

We've been looking at the latest games on sale now or soon to be released.*

* See page 39 for guide to listings.

ALCHEMIST

SPECTRUM 48k
IMAGINE SOFTWARE £5.50
1 single game
ADVENTURE

Gamers upgrading from one of the games systems to a computer may well be in for a shock if they ask for an adventure game. They will nearly always find that an adventure to a computer gamer means a text-only game which requires a lot more imagination than the arcade style adventures full of action that non-computer gamers know and love. Even the adventures that call themselves "graphics" are generally text adventures with illustrations.

However I was in for a surprise upon loading up the game *Alchemist* as it was a graphic adventure in the true sense of the word.

In the game you play the part of the mystic Alchemist who's task it is to destroy the Evil Warlock responsible for weaving a spell of darkness over the kingdom. To destroy the fiend you must find four sections of parchment which have the spell that will destroy the warlock and free the kingdom from his clutches. It's not quite as easy as that though, as each of the parchment pieces is disguised as an object so it's up to you to work out which objects you need to take back to your sanctuary. Being an Alchemist it stands to reason that you can use a bit of magic along the way. You are equipped with lighting bolts and various other spells that you must find along the way, all of which help you in some way or another. DW

Value 3, Graphics 4, Sound 2, Gameplay 3

BUMBLE BEE

PROGRAM POWER £7.95
BBS MODEL B
1 single game
MAZE

As with most Program Power programs, this one is exceedingly close in appearance to a well known coin-op. This time it's the universal *Lady Bug* that is given the Program Power treatment.

The thing that separates this maze game from any other is that most of the maze walls are centrally hinged so as you walk into walls they swing round 45 degrees so you are continually making the life of a spider (who's job it is to track you down and bop you) more difficult. There are various fruits to be eaten for points, and mushrooms which will kill you if you try to eat them.

As usual, Program Power have done well with this as an unofficial translation and will please all the fans of the coin-op. However, the Colecovision game *Lady Bug* does have the edge over this.

Value 3, Graphics 3, Sound 3, Gameplay 3, Arcade 3

FROGGER

STARPATH £9.95
VCS (with Supercharger)
1,1+1 single game
SKILL

It would seem that Parker made a bit of a boo-boo when they signed the rights to *Frogger*. It seems that although Parker have exclusive cartridge rights they do not have cassette rights so Starpath can quite legally say that their version is as official as Parker's.

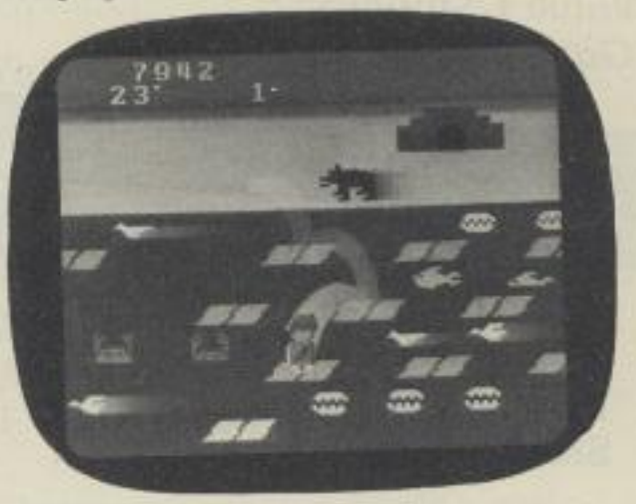
Value 5, Graphics 4, Sound 4, Gameplay 3, Arcade 4

FROSTBITE

ACTIVISION £29.95
VCS
1 single game
SKILL

Frostbite is really a game of *Frogger* with a polar theme to it and a twist to the storyline.

As a little Eskimo you must jump on to moving icebergs in order to build yourself a nice cosy igloo. As the Eskimo jumps



on the icebergs they change colour (*Q*Bert*-style) from white to light blue and a brick is added to your igloo. Our little Arctic pal must watch out for the polar bears and fish as they will show no mercy towards our little frozen friend.

Not a bad game but certainly not one of Activision's best.

Value 3, Graphics 3, Sound 2, Gameplay 3

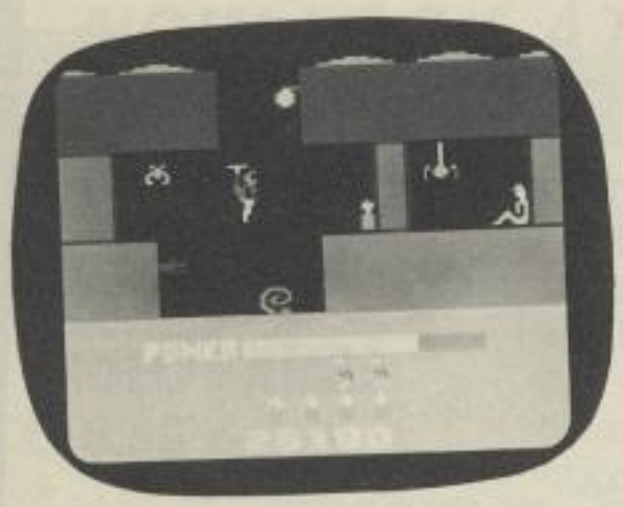
H.E.R.O.

ACTIVISION £29.95
ATARI VCS
1 5 variations
ADVENTURE SHOOT 'EM UP

H.E.R.O. – standing for Helicopter Emergency Rescue Operations – is the Organisation. Roderick Hero (R. Hero, their joke not mine) is a gritty rescue expert and the leader of H.E.R.O. The mission is to rescue miners trapped deep

The New Games

inside a volcanic mountain. With the aid of helicopter back-pack , laser helmet and dynamite R. Hero must fly through the various caverns blasting



creatures and saving miners.

All in all an excellent game.

Value 4, Graphics 4, Sound 4, Gameplay 4

HUNCHBACK

OCEAN SOFTWARE £6.50
SPECTRUM 48K
COMMODORE 64
1 single game
SKILL

It makes a pleasant change to see a software company other than one of the big four getting hold of an official arcade title. It's also good to see such a nice job done, too.

The idea of the game is to guide Quasimodo across the battlements of a castle to his beloved Esmeralda who has been captured by the guards.

Quasi must dodge all manner of obstacles in order to reach his loved one. These include the guards and their sharp spears. Points are scored by ringing the bell which appears on each screen.

The Spectrum version is quite faithful to the coin-op with the exception that the characters on-screen are all one colour, a fault with the Spectrum, not with the game. Fans of the coin-op will find the home version faithful play-wise but lacking some of the graphic charm of the arcade counterpart.

Value 3, Graphics 3, Sound 3, Gameplay 4, Arcade 4

JOUST

ATARI £29.95
VCS
ATARI HOME COMPUTER
1,2 4 variations

Quite a popular coin-op, from the makers of *Defender* – Williams Electronics. The VCS version of this game was selected as the first of the owners' club exclusive games which can only be purchased through the Atari Newsletter. The computer version can, however, be bought in all the usual outlets.

The VCS version doesn't look much like the coin-op. The graphics are a lot cruder than the impressive ones used on the arcade game. The ornate ledges have been converted to simple straight lines.

The gameplay however, is just as good as the coin-op. It's every bit as infuriating.

The home computer version has better graphics and really is a much better buy.

VCS: Value 3, Graphics 3, Sound 2, Gameplay 4, Arcade 2

Atari home computer: Value 4, Graphics 4, Sound 3, Gameplay 4, Arcade 4

KABOOM

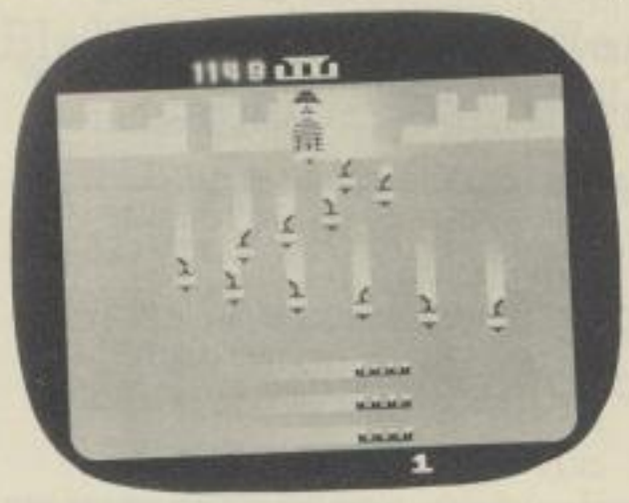
ACTIVISION £29.95
ATARI VCS
ATARI COMPUTERS
1,1+1,1v1 4 variations
SKILL

Larry Kaplan's *Kaboom* has been around for quite a while for the VCS. However, it has just recently emerged for the range of Atari home computers.

The idea of this game is to thwart the Mad Bomber by catching all the bombs he throws at you in the three buckets of water you have at the bottom of the screen. To succeed at this game, ultra-quick reactions are of paramount importance.

I must admit, I was not very impressed with the graphics of the computer version, compared with the VCS version. It seems that the Activision policy of stretching the VCS to its limits has not carried over to the home computer, unfortunately. The only real difference graphically is a series of tower blocks behind the Mad Bomber.

There are, though, some nice variations on this cartridge, including one where a player controls the buckets whilst another controls the Mad



Bomber himself. The other novel feature about this game is that there are versions for both paddles and joysticks, so you can choose which you are best with. I find that paddles are best but these may mean an extra expense for computer owners as paddles aren't included as standard (as they are with the VCS). There is also a three-position highscore table where you can put your initials.

If you've traded in your faithful VCS for a 600XL and you liked *Kaboom* before, then it will make a nice addition to your new range of games. However, a lot more could have been done with this game, bearing in mind the far greater potential of the 600XL. DW

Value 3, Graphics 3, Sound 3, Gameplay 2

The New Games

LORDS OF TIME

LEVEL 9 £9.95
BBC MODEL B
1 single game
TEXT ADVENTURE

Despite the title this has nothing to do with *Dr Who*, although you do travel in time.

The object of the game is to get through nine different time zones and collect treasures and take them back to your time machine (not a police box but a grandfather clock).

Level 9 have done yet another adventure that really makes you think. One for your collection if text adventures are your thing.

Value 4, Gameplay 3

MARIO BROS

ATARI £29.95
VCS
1,1v1 9 variations
SKILL

After *Donkey Kong* came *Donkey Kong Junior*. Now here comes the third in the series – *Mario Bros* – which puts the little carpenter back as the hero.

The idea of the game is to jump the scaffolding and head-butt the creatures that crawl along above Mario. Once Mario has done that, he has a few seconds to kick it off the scaffolding for points. Having dealt with all the creatures, Mario then goes on to the coin stage where he is given 15 seconds to collect all the coins on the screen. Then it's on to the next set of creatures which, not surprisingly, are far nastier than their predecessors.

The two player version is much better as both Mario and his brother Luigi are on screen competing for points. There is a lot more to this variation than meets the eye as a bit of tactical thinking is required in beating your opponent.

Mario Bros isn't the most visually dynamic game I've ever played but it is fun to play especially if you have a friend to play with (failing that a little brother or sister). DW

Value 3, Graphics 2, Sound 2, Gameplay 4, Arcade 3

MARTIAN ATTACK

PROGRAM POWER £7.95
BBC MODEL B
1 single game
SCI FI SHOOT 'EM UP

In this game you are in command of the only defences on the Red Planet. The screen display represents the view through the sights in the cramped confines of the solitary laser defence outpost. It's up to you to scan the skies above the domed city to protect it against the invading Zargons, a race of intergalactic nasties whose sole purpose in life seems to be making a mess of Mars.

The Zargon fighters soar over the barren terrain from left to right. It's up to you (as defender of Mars) to blast the fighter to space dust. If you miss, you must activate the city's force field before the Zargons' bomb hits. Failure to do ths will result in the destruction of your city.

Quite a nice game that should retain appeal for a fair while.

Value 3, Graphics 4, Sound 3, Gameplay 4

MISSILE CONTROL

GEMINI LEISURE SOFTWARE
£9.95
BBC MODEL B
ACORN ELECTRON
1,1+1,1+2,1+3 single game
SCI FI SHOOT 'EM UP

Gemini are probably best known for their business software, but have produced some very nice games, one of which is *Missile Control* which not surprisingly is a version of the Atari coin-op *Missile Command*.

Although visually this is a very good game (very close to the coin-ops), the thing that hampers this game is the control. Direction is controlled via the cursor keys, whilst the three missile silos are used via function keys 0, 1 and 2. This sounds reasonable enough but not when you consider the cursor key arrangement which is a bit weird on the Beeb. It would have been better if the keys were defined in a north, south, east, west configuration. The only really acceptable way to control the game is with joysticks.

Value 3, Graphics 4, Sound 3, Gameplay 2, Arcade 4

MOON PATROL

ATARI £29.95
ATARI VCS
1 3 variations

This game followed in the wake of the success of *Defender* and *Stargate* in the arcades, but unfortunately did not create the same amount of interest as the other two games by Williams Electronics. It is, nevertheless, a very good game involving a moon buggy who must journey through several sectors in order to get to its ultimate goal.

The buggy's journey is not without its hazards. It must destroy wave after wave of alien fighters whilst it jumps boulders, craters, landmines and tanks. All this action makes it impossible to focus your attention on one area of the screen. You really have to be aware of the whole area around the buggy.

The VCS translation is very good gamewise, but is nowhere near the standard of its arcade counterpart in terms of graphics and sound. It would also have been nice if there was a continue option on the game, like on *Vanguard* or *Super Cobra*.

The New Games

Younger gamers may not be good enough to see the end of the game.

This game should appeal to fans of multi-level space games such as *Scramble* and *Vanguard*.

Value 3, Graphics 3, Sound 2, Gameplay 4, Arcade 2

PARTY MIX

STARPATH
VCS (with Supercharger)
1,1v1,1v2,1v3 5 games
SKILL

Not one but five nice games on one cassette, which are designed for parties (although enjoyable anytime).

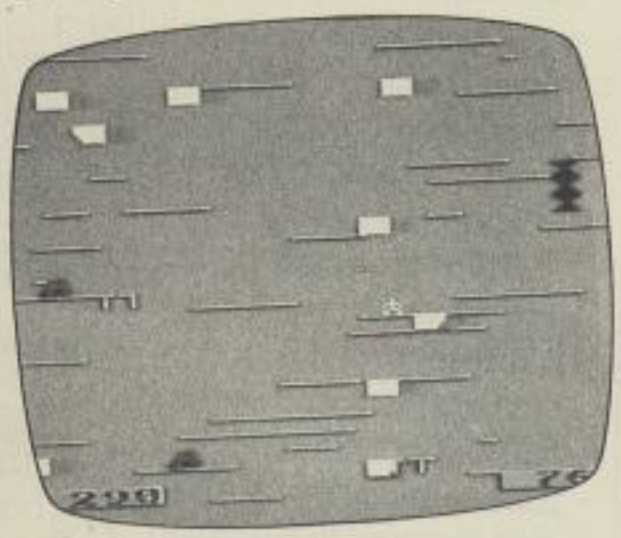
This gets my vote as the best game using paddles to date. DW

Value 4, Graphics 3, Sound 3, Gameplay 4

PLANKWALK

VIRGIN GAMES £6.95
BBC MODEL B
1 4 variations
SKILL

This game is sort of an upside down version of *Donkey Kong* where you (as the builder) have to jump down a series of scrolling



planks, whilst a spider is in hot pursuit. Although a reasonable idea for a game, the graphics do let it down a lot. We know that the BBC is capable of far better.

Value 3, Graphics 2, Sound 2, Gameplay 3

RABBIT TRANSIT

STARPATH £9.95
VCS (with Supercharger)
1,1+1 single game
SKILL

A cross between *Frogger* and *Q*Bert* only with bunnies instead of frogs or long-nosed orange beach balls.

Worth getting if you haven't got either *Frogger* or *Q*Bert*.

Value 4, Graphics 3, Sound 3, Gameplay 3

RETURN OF THE JEDI – DEATH STAR BATTLE

PARKER £34.95
VCS
ATARI HOME COMPUTERS
SPECTRUM 48K (coming soon)
1 single game
SCI FI SHOOT 'EM UP

As pilot of the Millenium Falcon it's your task to destroy the Death Star. To do this you must first destroy at least three TIE Interceptors. Then a hole will appear in the force field which the Falcon must slip through. Once through, it must break through the wall of the Death Star and hit the red square in the centre to blow it up.

Quite a good game but not really sticking to what happened in the film.

Value 3, Graphics 3, Sound 3, Gameplay 4

SNOOPY & THE RED BARON

ATARI £29.99
VCS
1,1+1 4 variations
CHILDRENS SHOOT 'EM UP

Peanuts fans will love this game which stars that loveable little beagle Snoopy, who's on a very important mission – to rescue the allied food supplies that have been taken by none other than the Red Baron (gasp!). Snoopy must take to the air in his kennel and defeat the evil Baron and save the allies' nosh.

This is a nice slick shoot 'em up with a comical theme. Worth a try even if you don't follow Charlie Brown's exploits.

Value 3, Graphics 4, Sound 3, Gameplay 3

THE BIRDS AND THE BEES

BUG BYTE
SPECTRUM 48K
1 single game
SKILL

No, this is not one of those X-rated games. It's in fact quite a good game for those of you a bit cheesed off with sleek star-fighters.

The general idea of the game is to guide Boris the Bee to various plants collecting nectar as he goes. Having done that he must buzz off back to his hive where he deposits the nectar for stacks of points. Life isn't one big bowl of honey though as there are nasties galore to bop him and to deprive him of his nectar.

An original game of a high standard with some nice graphics (from Matthew Smith, best know for his work on *Manic Miner*).

The game is compatible with Kempston, Protek and Sinclair interfaces as well as the Currah Microspeech unit, although we haven't heard what difference this makes.

Value 4, Graphics 4, Sound 2, Gameplay 3

3D SPACE RANGER

MICROBYTE
BBC MODEL B
1 single game
SCI FI SHOOT 'EM UP

The New Games

The Cyborg Empire has begun its invasion of the Federation sector. Surrounded by Asteroid Belts and squadrons of Android Droneships. Meanwhile the Death Star look-alikes advance towards your planet. There is however a weakness in these mighty weapons (bet you can't guess what is is!).

Your mission is to penetrate the Android Defences, fly along the encircling planetary trench, and release proton charges into the reactor exhaust ports.

Despite sounding very much like *Star Wars* this game is in fact very similar to the coin-op *Buck Rogers and the Planet of Zoom*, with a few extra features such as shields and Smart Bombs.

A very good game.

Value 4, Graphics 4, Sound 3, Gameplay 3

TIME PILOT

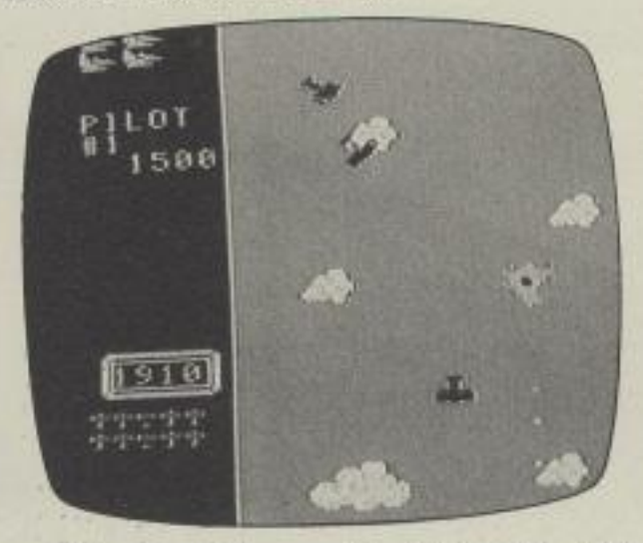
CBS ELECTRONICS £29.95
COLECOVISION
ATARI 2600 VCS
1,1+1 4 variations

Over the years there have been many Sci-Fi Shoot 'em Ups set in the depths of outer space on or around some far distant planet crawling with hostile aliens, but *Time Pilot*, to my knowledge, is the only one set on Earth in several different time zones.

As a Time Pilot you must shoot your way through various periods in time destroying the differing forms of aircraft found in each time zone.

You begin your mission in the year 1910; your Time Ship is a sleek, light-blue craft armed with afront laser cannon. As time machines go, it's far deadlier than H G Wells' or indeed Dr Who's. Your first wave of adversaries come in the shape of bi-planes that are relatively slow by comparison. Fifteen of these must be shot before an airship appears. This airship must be destroyed in order to hit the time warp.

This isn't as easy as it sounds as the airship must be hit no less than five times. Having successfully jumped to the next time zone, you will notice the skies have darkened, the drone of fighters can be heard; you are in 1940 battling against World War II fighters which are quicker than their predecessors back in 1910. Here you have the



added problem of light bombers which take three hits before they are destroyed. Then comes the red heavy bomber which, like the airship, is your key into the time warp and into 1910.

Now you're confronted with helicopters which are far more manoeuverable than the mono-planes and therefore far trickier to outwit. Once the double-prop chopper has been grounded your toughest challenge is only a time warp away; prepare for 1985.

You must now deal with jet fighters faster than yourself, which is no mean feat whilst trying to rescue the odd para-chutist that floats down in all time zones (funny though how you never see the plane he bailed out of!). If you make it past the dark blue jet you receive Time Pilot wings which are displayed just below the score. Upon receiving your wings you are transported back to 1910. However, this time the bi-planes are wise to your attack and have a much tighter defence. At this point, the VCS version goes on to the 21st Century to battle laser-firing flying saucers. A pity that the Coleco version doesn't do the same.

Compared to the arcade version, the graphics on the Coleco version are a little disappointing. However, they are quite adequate and serve their purpose well. The sound effects and music are above average. As a game I found it deceptively good and addictive in both Coleco and VCS versions. In short, a good game to add to any space gamer's collection.

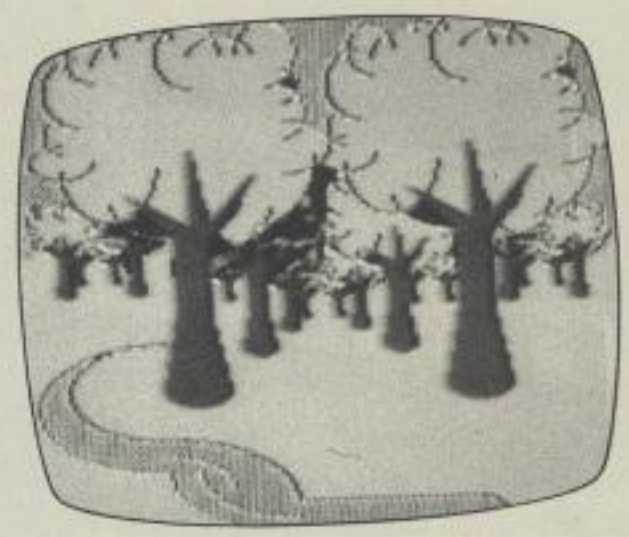
COLECOVISION
Value 3, Graphics 3, Sound 3, Gameplay 4, Arcade 3

ATARI VCS
Value 3, Graphics 4, Sound 3, Gameplay 3, Arcade 4

TWIN KINGDOM VALLEY

BUG BYTE £9.50
BBC MODEL B
ELECTRON
COMMODORE 64
1 single game
TEXT/GRAPHIC ADVENTURE

There aren't many graphic adventures for the BBC due to the memory gobbling graphics modes it (and the Electron)



have. This one is surprisingly complex (with over 175 locations we're told).

There doesn't appear to be as much brain work needed for this one. It's more a question of trial and error but is nevertheless a very good game.

Value 3, Graphics 4, Gameplay 4 □

GAMES GOVERNMENTS PLAY

BATTLEFIELD V-I-D-E-O

Mike Roberts continues his fascinating series on the lavish video simulations played in earnest for training operators of today's more expensive and complex military and civilian equipment.

There cannot be a modern TV Games System that does not have a programme based on accurately directing a missile towards a target. It does not matter whether the screen shows a multicoloured starship able to zap aliens and asteroids with bursts of fire or a simple tennis game with a ball directed by a bat. The technology that gives us both is relatively simple and the basic programmes are fairly straightforward.

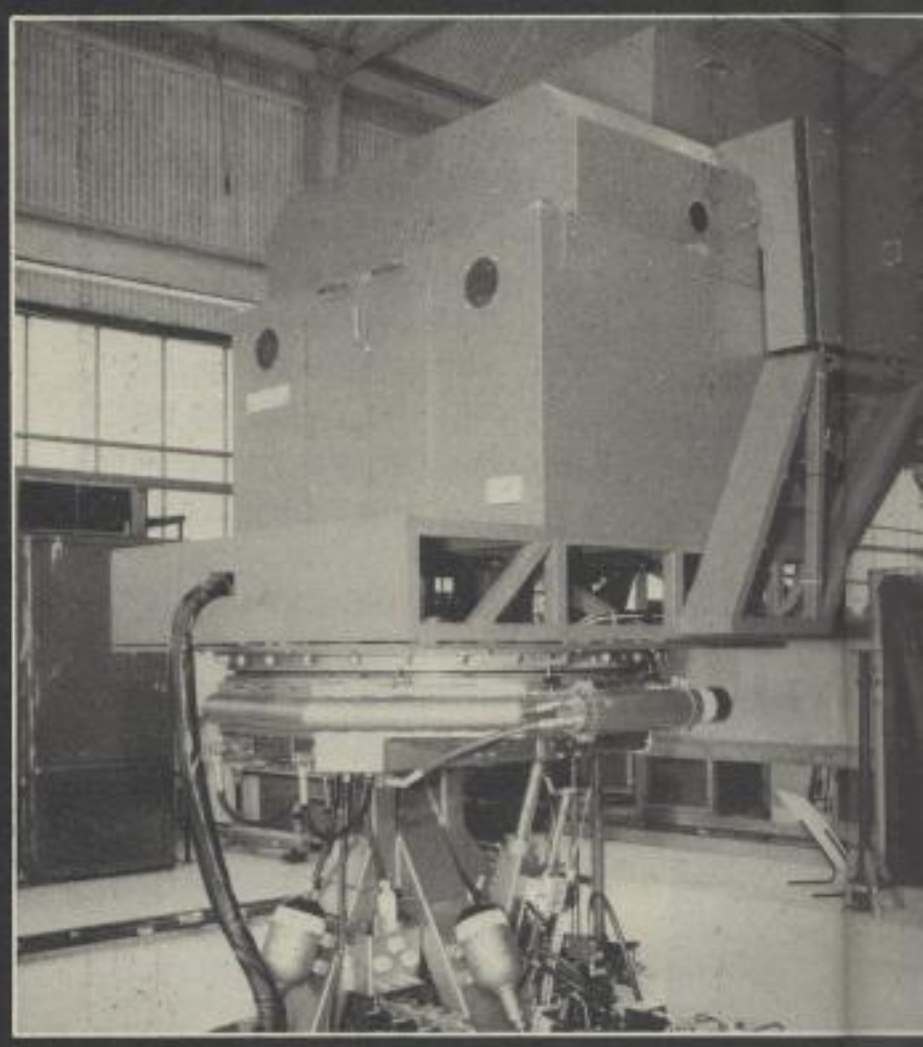
This is all good news to the military who can find a use for this technology in training their gunners to deliver the right munitions with pin-point accuracy over great distances in all types of weather conditions.

Take the example of a tank gunner. On a gunnery range he can fire five rounds in less time than it has taken you to read this far. Each round of training ammunition will cost over £100. To get him and his tank to the range will cost a small fortune (tanks are not noted for great fuel economy) and the wear and tear on the vehicle after even a limited period exercise costs enough to buy a family saloon car. Lastly, but by no means least, if you are training people to fire very dangerous weapons over several miles you are going to need a very large gunnery range which must be guarded, particularly from inquisitive civilians, notably the souvenir collector aged about ten to twelve years old who wants to take home that unexploded shell to show his friends. That all adds up to a very great deal of money and all to train just one tank crew. Skimp on the training though, and you can see your tank and crew wiped out at a cost of around £1 million before it has earned its keep.

The solution that is now being used is to spend less time on the range and very much more on a simulator, where sophisticated programming can give the tank crew a very realistic feel for modern combat and allow them to practise each drill over and over until it is perfect, which in turn allows them to get more value from their expensive live firing exercises.

Link Singer, an American military electronics company, has developed a COFT (Conduct of Fire Trainer) which is designed to train tank crews. This is an exact replica of the turret into which go the gunner and commander. Once inside the crew members carry on as normal using all the controls in the usual way, whilst a computer interprets these commands and adjusts not only a computer-generated landscape, visible through all the sight and vision ports, but also provides the appropriate sounds and motion right down to the bang of the gun and the jerk of the recoil.

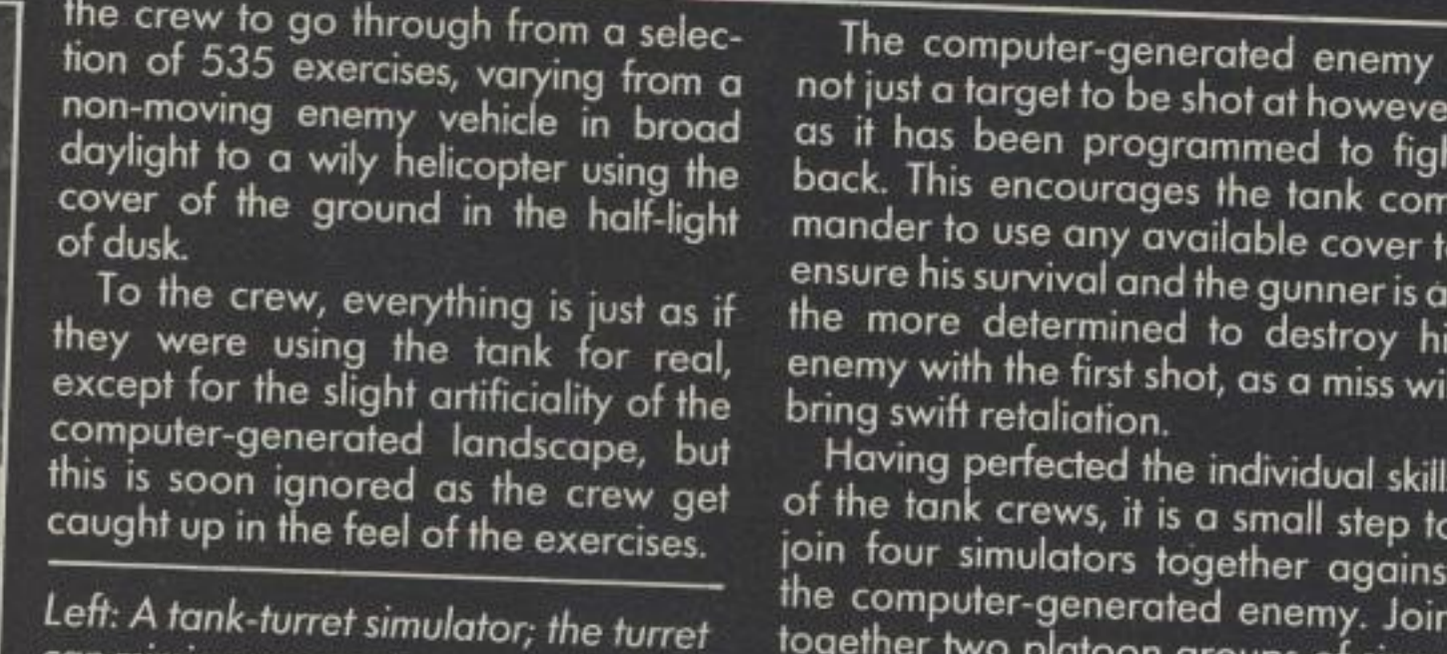
An instructor will sit near the replica turret and will select a programme for



the crew to go through from a selection of 535 exercises, varying from a non-moving enemy vehicle in broad daylight to a wily helicopter using the cover of the ground in the half-light of dusk.

To the crew, everything is just as if they were using the tank for real, except for the slight artificiality of the computer-generated landscape, but this is soon ignored as the crew get caught up in the feel of the exercises.

Left: A tank-turret simulator; the turret can mimic movement over rough terrain. Below left: Tank-training instructor at his console.
Below: A model terrain for the tank driver. His movements are seen through a travelling video camera.



The computer-generated enemy is not just a target to be shot at however, as it has been programmed to fight back. This encourages the tank commander to use any available cover to ensure his survival and the gunner is all the more determined to destroy his enemy with the first shot, as a miss will bring swift retaliation.

Having perfected the individual skills of the tank crews, it is a small step to join four simulators together against the computer-generated enemy. Join together two platoon groups of simulators and the computer will provide a battleground of some seventy square kilometres for the two units to use their skills at fire and manoeuvre to try to destroy each other.

Above: Anti-aircraft training using computer-linked light projection. Below: A cutaway view of the anti-aircraft trainer.

Theoretically, there is no end to the possibilities with more and more platoons being added on, but it is unlikely that the training value will be considered worth the expense of buying that many simulator units.

The current areas that are being considered for development are an improvement of the computer-generated graphics for greater realism and the inclusion of AFV (armoured fighting vehicle) platoons to enable the co-operation between infantry and tanks to be practised. It is not only tank crews that are benefitting from

Continued from page 55

simulators, and it is not only happening in the USA.

A British company, GQ Defence Equipment have developed a simulator for training gunners in anti-aircraft and anti-tank work. This simulator consists of a 60ft diameter dome-shaped projection theatre. In the centre of the dome is placed the weapon or weapons, and on the inside of the dome an image is projected with accompanying sound.

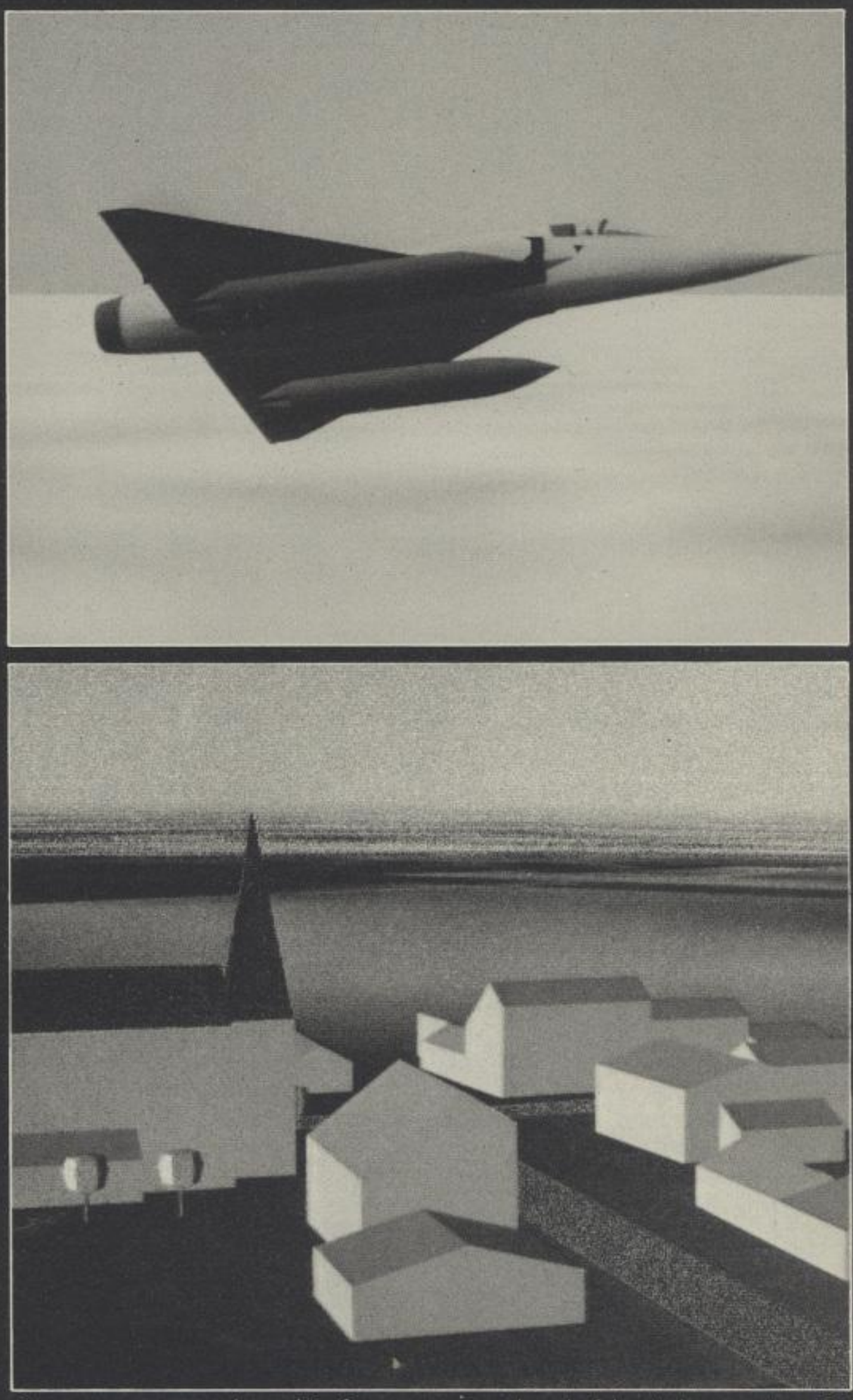
Suppose the exercise is for anti-aircraft gunners. The image of a hostile aircraft is shown, and the gunner has to engage and destroy it. The controlling computer estimates the line of flight of the target and checks against the amount of deflection being given, only indicating a hit if it is satisfied that the gunner is accurate. The performance is recorded on video so that the gunner can see precisely how he did, at leisure after the exercise, and by how much he missed, or not.

If all that is too easy, there is a version for naval gunners which puts the gun on a rolling platform that will simulate the movement of a ship under any conditions, from a light swell to a full gale. If all that sounds too much for those prone to sea sickness, how about one of the many Forward Observer Trainers, developed for artillery officers? These are the people who go forward to get a clear view of the enemy and then direct the fire of the guns on to the enemy position.

Sitting at an "observation post", the trainee sees a landscape, and is given a number of gun batteries to call upon for fire. The instructor then feeds in the enemy – anything from infantry patrols to a full-blown tank attack. The trainee then has to exercise all his skills in choosing the right number of guns and their type, the type of shell, and where the target will be given, the time of flight of the shells. The simulator realistically reproduces the effect of the shelling, right down to the smoke being blown across the battlefield.

The instructor can move the "enemy" and the trainee has to correct the fire of the guns to keep them on target. In many ways, this is the most realistic of the simulators, with carefully matched sounds so that a trainee can even, with practice, bring down fire on an enemy in cover just by identifying the source of the noise. For training in night fighting, the operator can use illuminating rounds to help identify the target ready to use his destructive weapons.

If that sounds too large scale, there's also a simulator for a wire-guided anti-tank missile. These weapons fire a missile costing around £3000 which is directed by the operator whilst it is in flight. The commands are passed down a wire which is connected to the missile.



Computer-generated graphics for anti-aircraft training (top) and tank training (above)

The time of flight of one of the missiles is likely to be around twelve seconds.

With the simulator, the operator looks through a normal sight and uses all the same skills to direct the missile. Through the sight he sees a terrain including the target, and the hits and misses are indicated after each firing. With the perverse logic you find in the army, the simulator, which has the most in common with TV games for civilians, is perhaps the least realistic and exciting.

Almost all these military games are way ahead of the civilian versions. But given the cost, it's not surprising. From a government's point of view, they make very good economic sense and the money saved will undoubtedly lead to more and better simulators in the future. □

Next month, Mike Roberts turns his attention to military war-game computers.

Games are OK!

If you are looking for ammunition to shoot down the screen games critics, help is at hand: a lot of very eminent American scientists have been looking at the subject and here are some of their comments, writes John Sanders.

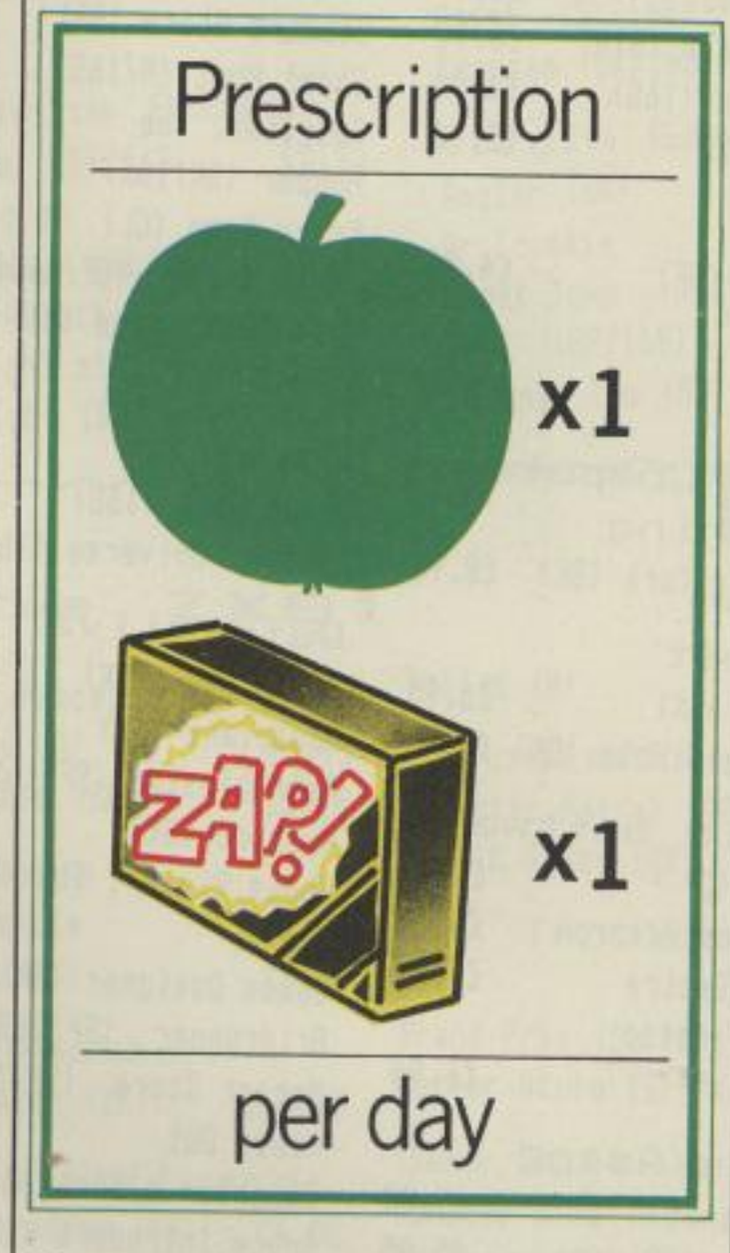
David Brooks, a California-based psychologist has completed a survey on a thousand Los Angeles 10 to 18 year olds who play in arcades. Brooks reports that 68 per cent of the children had average or better-than-average grades at school, while only 20 per cent spent over £3.50 ($5) per week on coin-op games.

Brooks, who regards arcading as a wholesome and social activity, says that arcade players are "like golfers talking about what happened at the ninth hole."

Meanwhile Edna Mills, an educationalist from Oakland, California has surveyed 20 families who played home video games. "Typically", says Miss Mills, "games are played for less than three-quarters of an hour each day", neatly scotching the rumour that screen games are addictive. Interestingly, she discovers that boys, girls and fathers are usually keen players while California mums often refuse to play.

"Only half the mothers wanted to play at all," observes Miss Mills. "Women in our society are not skilled in manipulating technology outside the kitchen. They don't want to be seen blowing themselves off the screen – it is too frightening for them." She points out, however, that girls often discover that games offer a way to break out of the stereotype and are a means of becoming comfortable with technology.

Patricia Greenfield, professor of psychology at the University of California in Los Angeles has zapped the idea that video games merely improve hand-eye co-ordination. Prof. Greenfield sees these skills as the grounding in abstract concepts like calculus and the rudiments of physics.



She says "In Pac-Man, as in other games, no-one tells you the rules governing each creature's observed behaviour. These rules must be induced by observation. There are dots, there's Pac-Man, the energisers, there's each of the four monsters, and all these things have to be kept track of simultaneously. Having to induce rules of behaviour by observation rather than by having someone tell you them, makes Pac-Man more like life than chess. It has the complexity of real life.

"A good game player," concludes Prof. Greenfield, "becomes very skilled with parallel processing of multiple variables: that's life. Most people who criticise the games can't play them.

A pediatrician at the Massachusetts Institute of Technology, Sylvia Weir, reports on the theraputic qualities of the games and computers. Dr. Weir instances the case of a seven-year-old boy who was unable to speak but, thanks to computer games is now able to communicate via a keyboard. Dr. Weir has also used video games to help dyslexic children to overcome reading disorders.

Although there is not a great deal of direct evidence, it has been suggested by several researchers that educational attainment and life skills can be improved using video games. This is not only attainable through formal "educational" programs, but also through the skills and perceptions achieved in playing "entertainment" video games.

Certainly there is a strong movement among some educationalists to try to bring together formal education and screen gaming.

Says Professor David Perkins of the Harvard Graduate School of Medicine, "imagine the setting: its fifteen years from now. You're watching your children play, but as they play they are learning. They are learning messy, complicated things: history, essay writing, algebra, whatever you like. They are not necessarily learning these things in a conventional order, as part of a conventional curriculum, but one way or another, they are learning. They are learning by using gaming software."

"The machine probes, asks questions, stimulates and, in the best of situations, the learner can ask back, provoke back, demand back. There's a very rich tutorial interaction between machine and learner. It all takes care of itself because the kids want to learn this way and enjoy using the gaming format."

It seems certain that this will be the way that much of our education will progress in the near future, and today's gamers represent the vanguard of a new and exciting movement. □

From p. 25

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Cont/d on p. 64

Hello, and welcome to this month's club pages. All the regular spots are here, including our look at the best of this month's letters and easter eggs/bugs, which brings me on to the first reader query, which is what the difference between easter egg and bug is. Well, an easter egg is a strange happening on a game that has been programmed into the game purposely. A bug is a quirk in the program that is accidental.

On the subject of bugs and easter eggs please can I have a few less on Coleco *Donkey Kong*. Judging by the letters I've had on this game large numbers of you have really picked it apart. I'd like to see some eggs on computer software so if you know of any then drop me a line (mark it EGGS).

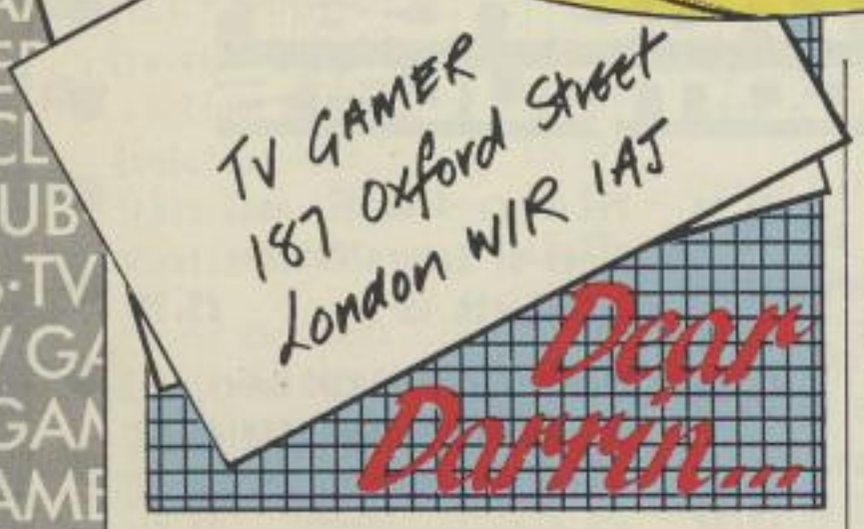
Good news for those of you thinking about getting a supercharger for your VCS. Silica Shop are now offering the 'charger and cassettes at new low prices.

The Supercharger will now retail at £19.95 and games will cost £9.95 each. This makes this memory-enhancing accessory exceptional value.

Several people have written to me asking why we haven't reviewed games they have heard of. Our policy is that we won't review anything until we've actually received one and tested it. Some companies are better than others at sending us stuff. Some (mentioning no names) send out to shops before they send to us, which is why you sometimes see games before we do.

That's just about all for the moment so don't forget to write in about anything in general that you want an answer to.

Until next issue, HAPPY GAMING.....



VCS inquiry

Do you know if there will be a VCS version of the arcade games *Dragon's Lair* or *Xevious*? Also why don't you review the K-Tel range of games for the VCS? I have their *Spider Maze*.

Sean Fowler, Shoeburyness

Atari plan to launch a version of *Xevious* for the VCS very shortly. No plans for a VCS *Dragons Lair* although there is talk of an ADAM version which will come with the ADAM Laserdisc player (don't hold your breath though, it's not planned for launch until Christmas).

K-TEL Vision (nothing to do with the record company or their double sided cassettes), are a Japanese compnay selling the games that are also marketed under the banner of *Goliath Hot Shot, Dynamics, Bomb* etc. Nobody's ever sent us them for review, nor has our attention been officially drawn to their existence. I only know about them because a small shop near the offices was selling them for about £5.00. DW

UK arrivals?

I would like to know when the following cartridges will be on sale in Britain: Coleco – *Rocky, Baseball, Frenzy, Mr Do, Smurfette's Birthday;* Atari – *Bugs, Sssnake, Coconuts, Towering Inferno.*

I've seen all these new games reviewed in an American magazine and can't wait to try them out.

Simon Tomlinson, Sheffield

Coleco plan to bring out the following very shortly: *Mr Do* (see review in last issue), *Time Pilot, Rocky, Baseball, Soccer, Slither, Victory, Subroc, Omega Race.*

On the Atari VCS: *Bugs, Sssnake, Coconuts* won't be coming out over here but *Towering Inferno* will very shortly under the name of *Infernal Tower* (they're not allowed to use the original title over here due to the film copyrights). DW

Rental request

I have just had a new Colecovision for Christmas and I think it's great, however, I have yet to find a shop that rents CBS games for a short period. This seems to me to be silly because you can rent Atari, Intellivision and Vectrex games from many shops – so why not Coleco?

Robert Barnes, Winslow, Bucks

I agree, has anyone out there found a Colecovision rental shop? DW

Good old fashioned fun

We have an Interton VC4000 console and six cartridges. I appreciate that this is now a bit dated but we

TV GAMER CLUB·TV GAMER CLUB·TV GAMER CLUB·

Continued from page 61

Piggy-back Atari

Do you have any information on the piggy-back keyboard for the Atari VCS? I know of one such product made by Spectravision, which is available by mail order from Dixons, but the salesman in Dixons of Plymouth has no details about it. I would like to know what it is. Has it a typewriter keyboard and can it be connected to a Data Recorder? Please could you help me?

CARL ASTORRI, Plymouth

The piggy-back keyboard is not being released – see our winter issue. The Spectravideo keyboard has 2K RAM and a thump-sensitive keyboard. Provisions are made for a data recorder, we have found that most recorders do the trick but the Aquarius is especially good (for most computers actually). DW

Vectrex buzz...

I sold my Atari VCS recently and bought myself an excellent Vectrex system. I think it is the best system

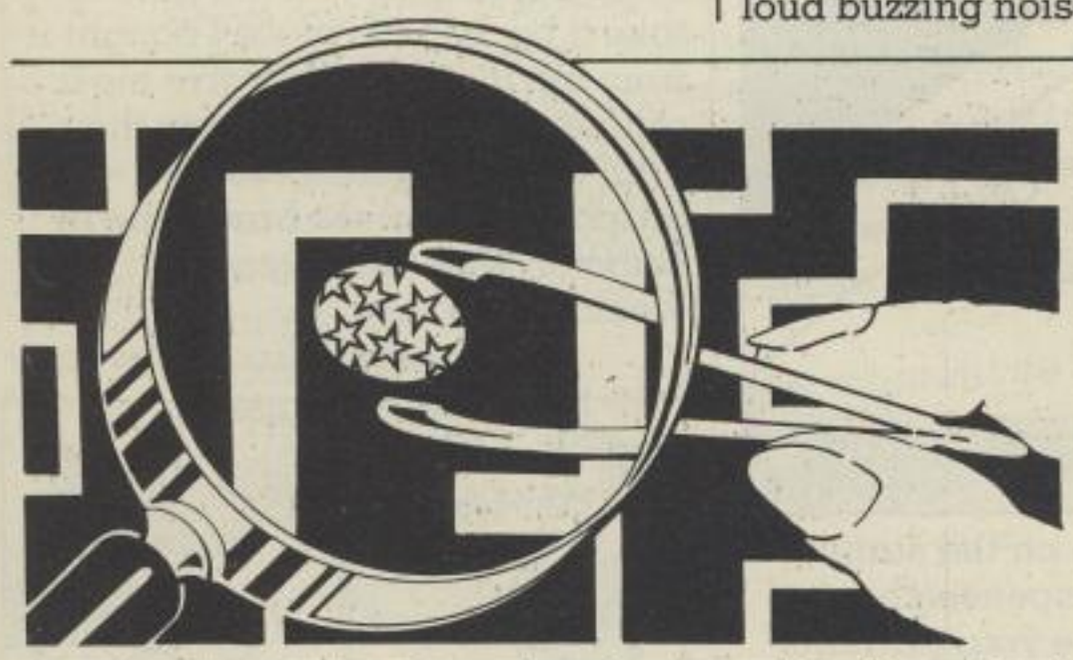
out, however, I do not know if this is a problem or not, but I have a loud buzzing noise coming from it. I rang the shop I got it from and they said it is all right but I thought I would get some expert advice from you.

Could you also tell me if there is an official Vectrex owners club coming?

KEVIN SUCEN

The buzzing is not unusual, it's caused by the electron beam darting about, and can be slightly noticeable when lots of graphics are thrown up on the screen. It seems that the machine you have is unusually noisy, however. If you aren't satisfied it is your right to take it back to the shop for a replacement, repair or, if you still aren't happy, your money back.

No news of a Vectrex club yet – but it surely can't be long now, we'll keep readers posted. DW



EASTER-EGGS

Suspense record

In *Tron – Deadly Discs* the game can be suspended by opening both top side doors, then run Tron through one door until he just appears on the other side and then put on the shield. The doors have a force-field effect on the attacking warrior's discs. While Tron will still occasionally sustain a hit or two, if your score is over 100,000, he can stand five hits and if he is far enough into the door, the discs won't hit him enough times in quick succession to kill him. If hit, Tron will sink to his knees, but his disc will still block and score for you. However, if your score is over a million, before suspending, you must first de-rezz all orange warriors as they can still get Tron with their paralyser sticks. By leaving this running on my Intellivision overnight the game scored another 8 million points against itself, reaching 23,390,750 before I turned it off, fearing for my machine's well-being (it got rather warm). I know of no other game for Mattel, or for that matter VCS or Coleco, that can be suspended while still scoring.

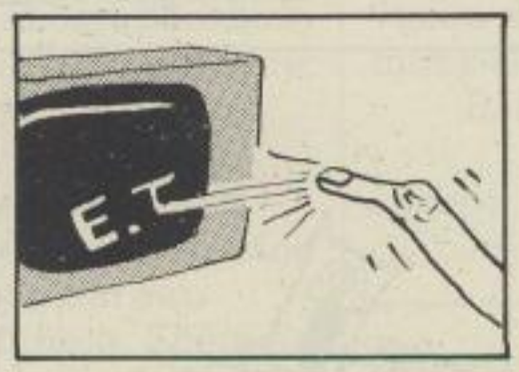
With *Maze-a-Tron* (a big let-down after D-Discs I thought), to suspend you must find a flip-flop direction changer and wait for a recogniser to appear, get Tron to zap him with the shield and then stand him in the flip-flop – the screen will scroll left and right but Tron won't get dragged off screen, and as you have duffed up one recogniser, no others will appear. This comes in very handy with this game as playing for more than half an hour has been known to make grown men cry!

David Bond, Bridport

There are in fact quite a few games that can be suspended. Perhaps you know of some, if so let us know. DW

Signed ET

I went to my local video shop and hired an ET cartridge. I was just clocking up my score on it, playing happily when after reaching 143,000 and starting a new round with 5500 energy, the space-ship landed my ET and he went down the screen to find the pieces of the telephone. I was looking for the question mark at the top of the screen when



the energy reading went very peculiar. It read: 5HS40. I've checked up on this and found the initials stand for Howard Scott Warshaw, the game's designer.

Simon Allsopp, Matlock

Top score symbols

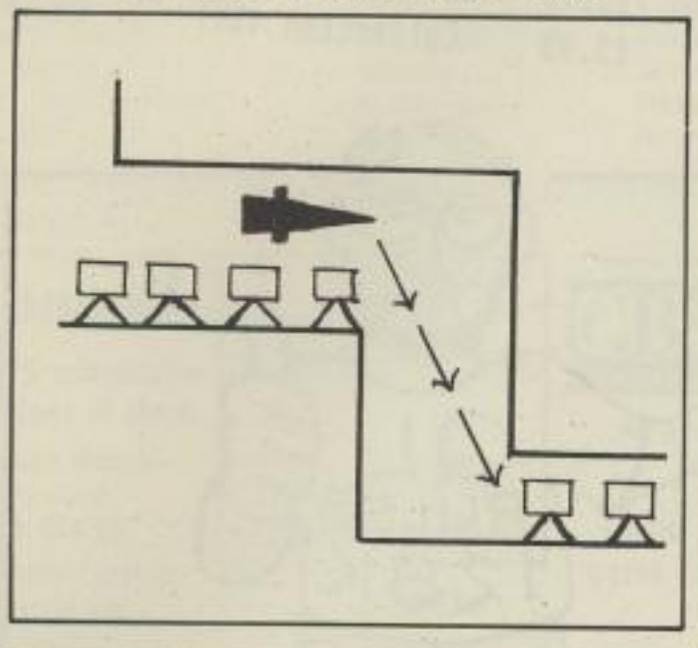
I've found what I think are two more eggs for you, Darrin. I'll start with an egg on *Gorf*. The maximum score you can get on *Gorf* is 99,999. When I finally reached this level recently my score, naturally, went back to 00000.

However, when I reached 10,000 for the second time, a strange symbol appeared in the place of the number 1. At 20,000 and at 30,000 and thereafter the symbol kept changing until the game defeated me at 199,000. What do these symbols mean, and what is their purpose?

The other egg I've come across is on *Pac-Man*. As you know, the game speeds up considerably after a while. At the start of a new sheet, I managed to get all the ghosts following Pac-Man through the escape tunnel. As he got out of the tunnel, I noticed that the ghosts were still stuck in the tunnel. After clearing wafers and a power pill I

Scramble hurdle

I have recently bought a Vectrex and for Christmas I got a Scramble cartridge. It is a great cartridge but seems impossible as when you get to the Maze in level 5, you get to a part which is impossible to get down to (this is shown in the diagram below).



Could you please tell me how to get down there as I have tried many ways.

John Fletcher, Abington

Ah, there's a knack. What you do is firstly shoot away all the targets at the upper level (in your diagram) so the ship can get as low as possible for the next stage. Then, fly the ship *backwards* and down. As you know, the screen "scrolls" from left to right, so while you are guiding it back, the screen moves forward at the same rate, leaving the downward movement to carry the ship to the lower level. OK? DW

Softzone

In your March '84 issue you mention the Atarisoft games for the Spectrum. Can you tell me if Atarisoft are planning to release *Battlezone*?

Steve Robertson, Swansea

No plans as yet, Steve, but we'll keep readers posted. DW

Which computer?

I'm thinking of buying a computer. I was going to buy a Commodore 64 but then I heard about the Elan which seems miles better. Could you please advise me on the best choice?

Derek Tomlin, Southampton

The Elan does sound good. It might be as well to wait a while and see if it delivers what it promises. Remember that, for the keen gamer, what counts is the number and complexity of the games available. DW

got my Pac-Man to attack the ghosts and then, alas, they all came out and returned to their chamber. Actually, you can leave the ghosts trapped in the tunnel for as long as you like – a good way to take a break. I've noticed that

trapping ghosts can only happen after 10,000 points.

Brandon Bell, Walthamstow

Escape to Cloudy Mountain

I've just found a way to "cheat" at Intellivision's *Dungeons and Dragons – Cloudy Mountain*. All you do is move your warriors directly upwards, as far as they will go on the map at the start of the game and press twice the button marked 3 on the overlay card. Next press the button which fires East and hey, presto, your warrior will end up within two or three mountains of Cloudy Mountain itself!

Adam Unsworth, Bolton

...there is a bug I've spotted in which the three-man expedition gets nearly next to cloudy mountain in two presses of the direction keys. Move your triangle of men to the top left-hand side of the map, then press the top left arrow and the triangle will disappear off the map. Press it again twice and the men will be next door to Cloudy Mountain.

Philip Dove, Frinton-on-Sea

Although slightly different, both these letters refer to the same bug, but we thought that they were sufficiently different to warrant printing both. DW

A steal

I read your article about finding "bugs" in some games and thought I would tell you something I found on *Lock 'n' Chase*. On both sides of the maze there are two escape doors. If your thief passes through the door on the left, let him go until he is almost back in the maze but, just before he re-enters, move him up the right hand wall. When this happens there will be a buzzing sound and your score will move up very quickly.

Ian Ward, Leeds

No, we haven't printed the picture the wrong way round, this one is put sideways for a reason. Take a look at the two rows of invaders nearest the ground. The RF refers to none other than Rob Fulop, the designer, who went on to co-found Imagic. DW

Zapped?

Today I hired *Return of the Jedi – Deathstar Battle*. I noticed that at certain times during gameplay the scoring figures began to change slowly to an "i". If I had continued the game I might have got the initials of the programmer but, alas, an Imperial Shuttle scored a hit and my Millenium Falcon was no more.

Richard Shepherd, Sutton-in-Ashfield

Ms Amiss?

In the new Coleco game *Ms Donkey Kong* I have found that if you move Marion to the left of the third screen when your score is over 1,000,000, the first barrel to hit her doesn't kill her but instead explodes to form the letter X. At 5,000,000 the same trick results in a letter Q. Is this an Easter Egg?

April Primero, London W1

We have tried this out and you are quite right, you do get an X and a Q, but we can't think what it can mean. We telephoned the designer, Xavier Quornby who lives in California, and told him about it, but he was totally mystified. DW

The Sinclair computers

From p. 59

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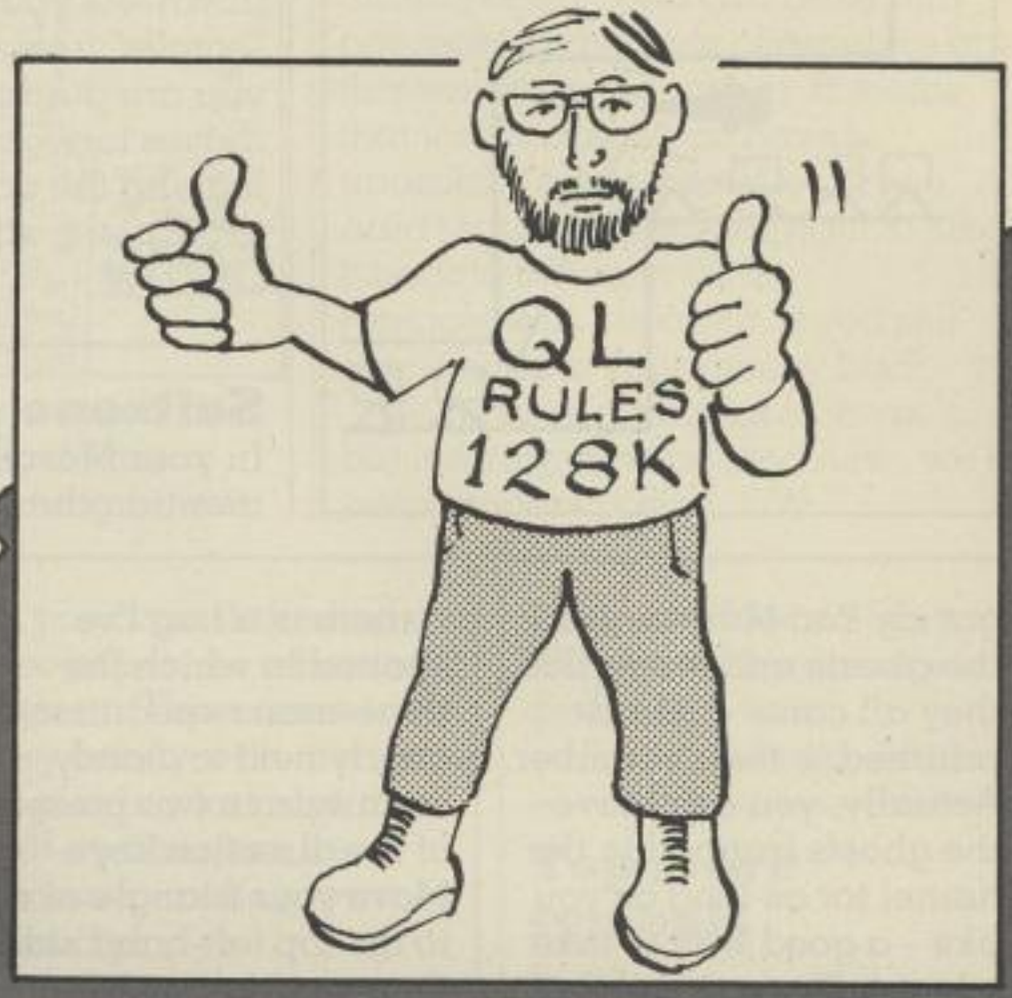

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Style notes

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In depth reviews: *Dave Harvey has been getting some pretty high scores on his Atari home computer in* ***Defender.*** *He's also been busy playing the VCS game,* ***Adventure.*** *Meanwhile, David Bishop has been playing* ***Miner 2049er*** *on computer and promises very soon to write about his latest craze – **Atic Atac.** Watch out for them all soon!*

Listings: *We'll be offering a microguide to the games-playing hardware available in Britain, with current prices and plenty of comments.*

New Games: *Our panel of reviewers is growing. Next month we're targeting 50 reviews of the newest cassette and cartridge games.*

Movie themes: ***Star Wars, ET, Tron, Raiders*** *are all movie themes which have been translated onto cassette. We'll be making a special listing of movie theme games and we'll tell you how well they play.*

Back Numbers

Our Winter 1983 edition contains a complete listing of Atari, Coleco, Intellivision and Vectrex-compatible games. All are reviewed by us and give hard-hitting opinions on value and playability.

Our first monthly issue, March 1984, covered: *In-depth Reviews* – Night Stalker, Pitfall, Mr Do; *Systems* – The new Atari 600X2 computer; *Games Delivery* – Guide to carts, cassettes, floppies, microdrives etc; *The Arcade Scene* – Lasergames; *Sky Wars* – Training fighter pilots in mega-buck simulators; *Special reviews* – Tank games.

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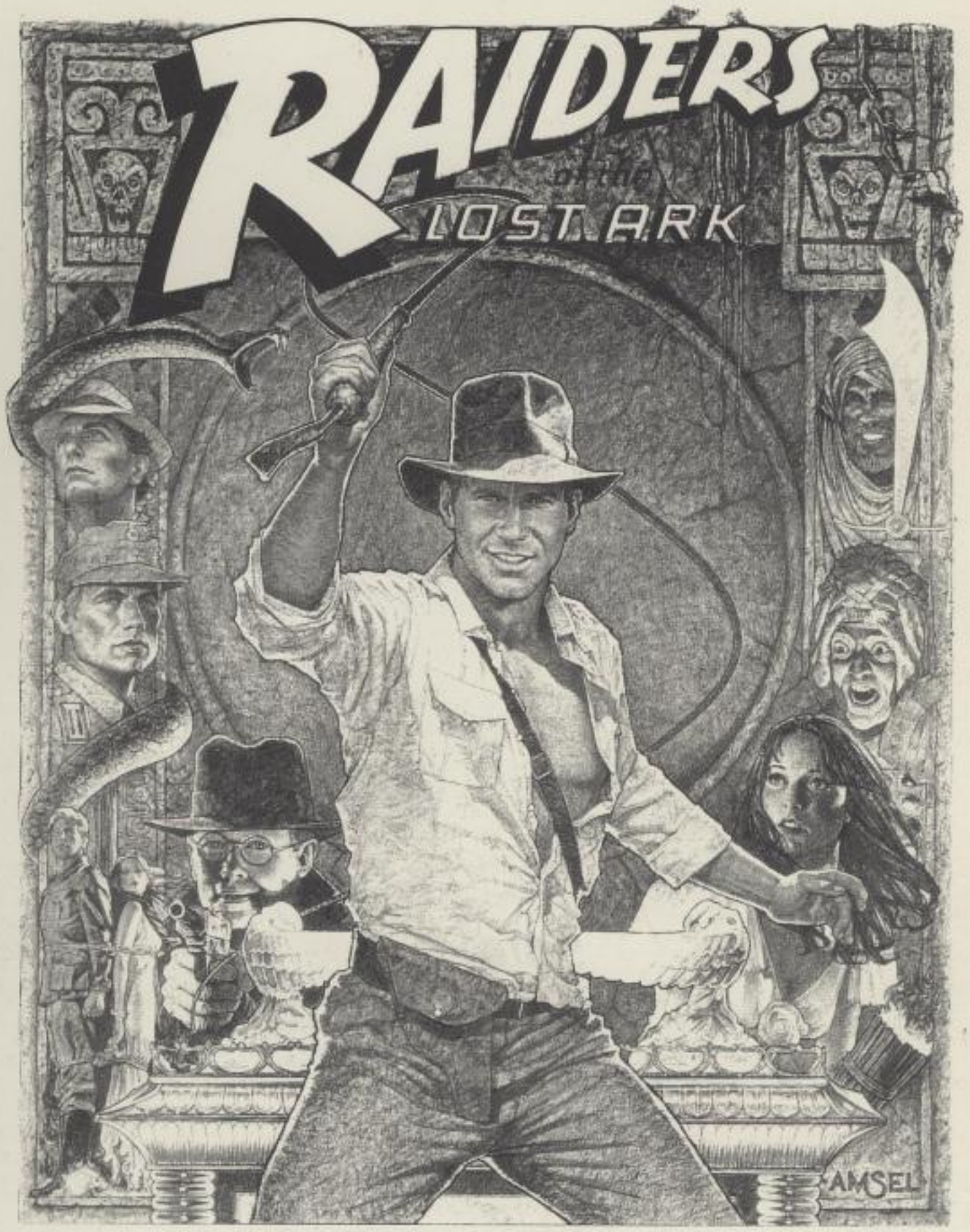

In this issue of *TV Gamer*, Dave Harvey describes how to play the Atari VCS game *Raiders of the Lost Ark*. There are many clues to the game to be found in the movie, so we're offering to readers who have a videocassette recorder the chance to buy the videocassette at the recommended retail price of £19.99, and watch this excellent movie. It's great fun to watch, even if you're not a *Raiders* game fan!

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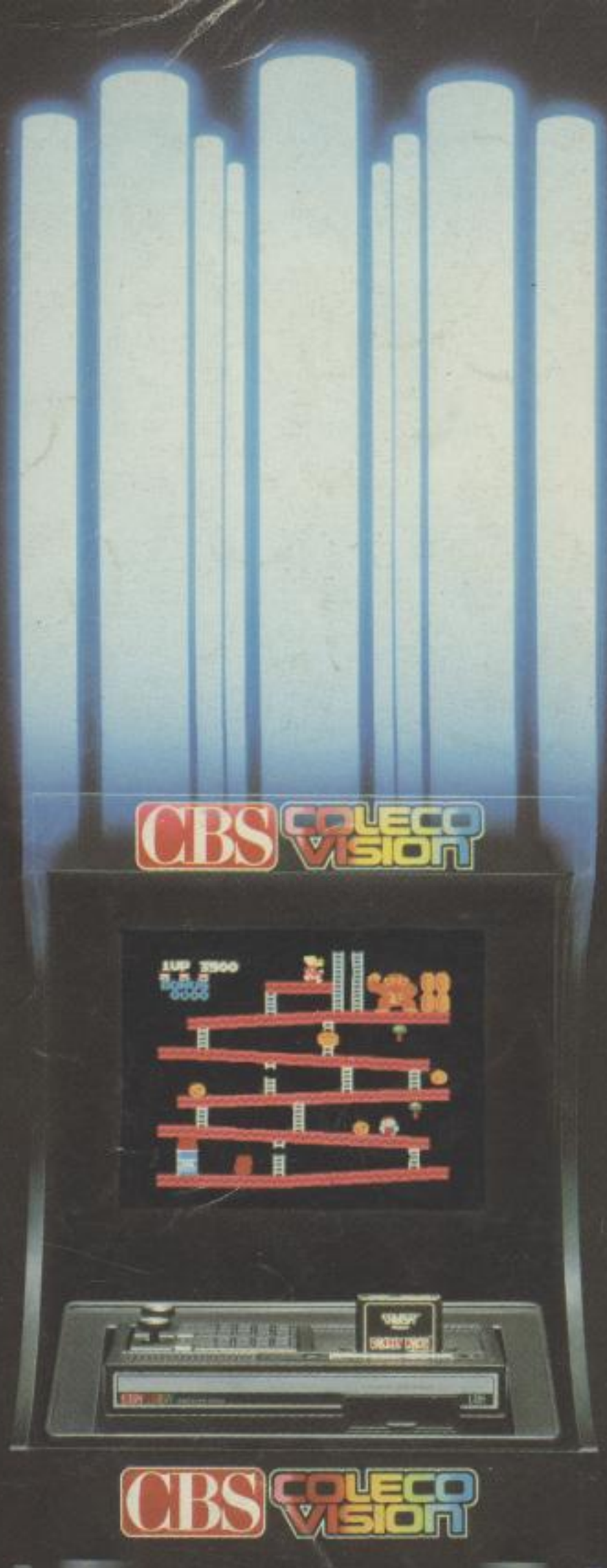

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